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RECORD SHEETS 3085™



MORE 'MECHS FOR THE BATTLEFIELD...

You've grasped the tactics involved with the additional units and weapons from *Total Warfare* to defeat your opponents. Now you own *Technical Readout: 3085* and want to deploy some of those 'Mechs, vehicles, conventional infantry and Land-Air BattleMechs on your gaming table. Grab your dice and start rolling, because these sheets are for you!



Record Sheets: 3085 contains 71 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than twenty vehicle and conventional infantry sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section provides a sneak peak of all the advanced rules options provided in *Tactical Operations*. Finally, Land-Air BattleMech Quick-Start Rules allow players to instantly field the three record sheets for these unique, Star League-era units.



Record Sheets: 3085 is a stand-alone book, but *Technical Readout: 3085* is recommended for use.

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RECORD SHEETS: 3085

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INTRODUCTION

Welcome to *Record Sheets: 3085*, a companion volume to *Total Warfare*. When purchasing this book, players will have moved beyond the introductory products for *BattleTech*. Nevertheless, this product is designed to be quick and easy to use, and will have you tossing dice in no time.

To use this product, players should have *Total Warfare (TW)*. To use the scenarios, it is also suggested that players own *Technical Readout: 3075* or *Record Sheets: 3075*, as well as *Map Set Compilation 1*, *Map Set Compilation 2*, and *Map Set 7*. (Options are provided in the scenarios for how players can use them if those books and map sets are unavailable.)

HOW TO USE THIS BOOK

Having picked up *Technical Readout: 3085*, you might be wondering why you need this book. Though a blank 'Mech record sheet is included in the *Introductory Box Set*—as well as a host of unit blank record sheets found in *TechManual*—for players who wish to design their own 'Mechs, vehicles and other units, the Technical Readout and Record Sheets series of products opens a door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3085 widens the options available to players, with an eye toward ease of use that is the hallmark of *BattleTech* products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as advanced rules for conventional infantry and quick-start rules for the rare Land-Air BattleMechs (LAMs).

Where are the other variants

found in Technical Readout: 3085?

Players who want pre-printed record sheets for any variants mentioned in the Technical Readout can purchase the *Record Sheets: 3085 Unabridged* PDF—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

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RULES ADDENDUM

The following advanced rules allow players to use the host of specialized infantry showcased in *Technical Readout: 3085* and in this product, as well as some additional planetary conditions—a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* and *Strategic Operations: The Advanced Solar System Conquest Rules* books have to offer. Those rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.



BLACK ICE

During any movement that occurs on pavement (including bridges) where the Black Ice terrain modification is in use, apply the following rules.

Whenever a 'Mech or non-hover vehicle enters any paved hex, immediately roll 1D6. On a result of 5 or 6, ice has formed in that hex, and the following rules immediately apply.

'Mechs and Non-Hover Ground Vehicles: Apply a +4 modifier to any Piloting/Driving Skill Rolls made in an ice hex. Also, units must spend extra MP when moving across ice hexes or risk falling (see *Careful Movement*, below). In addition, 'Mechs and ground vehicles that make a facing change and then move on an ice-coated hex must check to see if they skid (see *Skidding*, p. 62, *TW*), even if they are moving at Walking or Cruising speed.

Jumping: For jumping 'Mechs that land on an ice-covered paved hex, the 'Mech must make an immediate standard Piloting Skill Roll with an additional +4 modifier to remain standing.

Careful Movement: All 'Mechs and non-hover ground vehicles must pay an extra +1 MP to enter a hex covered by black ice (this is cumulative with the +1 MP for Full Moon Night, if that planetary condition is in use; see at right). The Careful Movement rules below cover what happens if players do not wish to pay the extra MP.

CAREFUL MOVEMENT

The increased MP cost of entering hexes enveloped by some planetary conditions, such as black ice (see above) or moonless night (see below), represents the extra caution needed to avoid tripping, falling or crashing in such conditions. By paying the increased Movement cost, units can cross such dangerous terrain without mishap.

Players who do not wish to pay this cost can announce their intention to pass through the terrain at full speed before moving their units. After the unit moves 1 hex, the player must make a Piloting/Driving Skill Roll. If the unit is a 'Mech and the roll fails, the 'Mech immediately falls and skids, and its move is over. If the roll succeeds, the 'Mech remains upright and the unit may move per standard rules. However, the player must make an additional Piloting/Driving Skill Roll for each paved hex through which the unit passes.

If the unit is a vehicle and the roll fails, the effects depend on the specific terrain and conditions. On icy terrain, the vehicle skids (see *Skidding*, p. 62, *TW*). In clear terrain, the vehicle hits a hole or other minor obstruction that costs the unit 1 additional MP. In all other terrain, the crash ends the vehicle's movement, and the vehicle sustains damage to its Front side as if it had charged.

DIGGING IN

An infantry unit may safeguard itself from attack by digging in: hiding behind foliage and other ground cover, lying prone, or other defensive measures. Digging in is an option in any type of terrain except roads, pavement, buildings and water. The process takes a full turn, during which the infantry unit may not move or attack. If it is attacked during this turn, it is not considered dug in yet and so receives no bonuses.

All attacks against a dug-in unit (regardless of munitions type) add a +2 to-hit modifier, except for flamers and area-effect weapons. In addition, damage is not doubled against a dug-in unit in clear terrain.

The unit remains dug in until it moves; after moving, it must spend another turn to dig in again.

Note that "digging in" only applies to the infantry unit in question. Specialized infantry (see *Trench/Fieldworks Engineers*, p. 6) can build a fortified hex that any infantry unit, including mechanized infantry, can enter and automatically receive the "digging in" benefit.

Mechanized Infantry: Except in the case of fortified hexes built by appropriately specialized infantry, mechanized infantry may not use the digging-in rule.

FULL MOON NIGHT

If a scenario takes place under these conditions, modify movement and combat as follows.

All Units: Apply a +2 to-hit modifier to all weapon attacks.

Heat: For every 20 points of heat on a target unit that tracks heat, apply a -1 to-hit modifier to any weapon attacks. Conventional infantry ignore this modifier.

Careful Movement: All units must pay an extra +1 MP to enter any hex on the playing area (this is cumulative with the +1 MP for entering a hex of black ice for 'Mechs and non-hover ground vehicles, if that planetary condition is in use; see at left). The Careful Movement rules above cover what happens if players do not wish to pay the extra MP.

Searchlights: Before play begins, players each determine which of their non-infantry units mount searchlights (simply designate it directly on the record sheet).

Units equipped with an active searchlight eliminate the +2 to-hit modifier within the arc and range of their searchlight; attacks against units equipped with an active searchlight eliminate this modifier as well.

Units equipped with searchlights may turn their searchlights on (or off) during the Movement Phase. A searchlight illuminates all units in a target hex in its LOS—the arc where the searchlight is mounted—during any Weapon or Physical attack phase. A searchlight also illuminates all intervening hexes (and hence all units in those hexes) between the target hex illuminated and the searchlight-equipped attacker.

Searchlights reach 30 hexes, and the attacking unit also illuminates itself.

Each time such a designated, searchlight-equipped 'Mech takes a hit in any torso location (Front or Rear), or when a searchlight-equipped Combat Vehicle takes a hit to the front or side, the player must roll 2D6 to determine if the searchlight is destroyed. A result of 7+ means the searchlight is destroyed, in addition to the normal effects of the attack.

Finally, the controlling player can turn the searchlight off or on during the End Phase of any turn. If it is on, he can turn it off; if off, he can turn it on.

THIN SNOW

If a scenario uses thin snow, apply the following rules.

Wheeled Vehicles and Conventional Infantry: Apply a +1 MP cost per hex (unless the vehicle mounts the Snowmobile Chassis and Controls modification) and a +1 modifier to all Driving Skill Rolls. This is cumulative with the Full Moon Night and Black Ice planetary conditions, as appropriate (see pp. 3).

DROPPING TROOPS (ATMOSPHERIC DROPS)

'Mechs, ProtoMechs, battle armor, WiGE vehicles and vehicles with Jumping MP may make atmospheric drops. Conventional infantry can make atmospheric drops if they have Jumping MP, or are paratroopers (see p. 6).

A carrying aerospace unit can drop a number of units each turn equal to its operational door capacity (though if a door is damaged, either through a critical hit or through dropping a unit, no units can use that door for the remainder of the scenario). Doors noted as pure cargo bay doors, or fighter/Small Craft bay doors, cannot be used; the number of 'Mech/ProtoMech/vehicle bay doors a unit has will be noted in either the unit's technical readout or record sheet game statistics. A carrying aerospace unit can drop any number of infantry units.

Every time a non-infantry unit drops, roll 2D6. On a result of 2, though the unit successfully drops from the aerospace unit, the door is damaged and cannot be used for the rest of the scenario (it is considered to have been critically hit; see *Critical Hit Effects*, p. 239, *TW*).

Ground units that exit an aerospace unit on the space/atmosphere interface, atmospheric row or ground row hexes of the High-Altitude Map fall 1 hex per turn, starting during the

Movement Phase (Aerospace) on the turn following the turn they exit. If there are two equal hexes to fall into, randomly determine which hex the unit enters. If players are using Low-Altitude Movement, ground units fall 3 Altitudes each turn.

Infantry: Infantry cannot exit a carrying aerospace unit in a space/atmosphere interface hex.

Initiative: Though dropping units cannot move in the standard sense, they still count for Initiative purposes at the start of the turn following their drop from the carrying aerospace unit. When a player nominates a dropping unit to move, it falls the appropriate number of hexes/altitudes as described above during the Movement Phase (Aerospace).

VTOL Movement: Any units with VTOL MP use the VTOL Infantry dismounting rules when making an atmospheric drop (see *Dismounting From Aerospace Carriers*, p. 225, *TW*). Such units cannot expend VTOL MP on the High-Altitude Map; only once such a unit has reached Altitude 10 of the Low-Altitude Map can it expend VTOL MP.

Attacks Against Dropping Units

Other units can attack a dropping ground unit; distance to the target is determined by the unit's current atmospheric row (or altitude, if using Low-Altitude Movement). All standard combat rules apply (see *Paratroops*, p. 6, for additional combat rules). Against non-infantry units, divide any inflicted damage into 5-point Damage Value groupings (if 5 or greater; if less than 5, do not group) and apply it using the standard rules, determining the location randomly. Roll 1D6. On a result of 1–2, the attack is against the front. On a 3, it is against the left side, while a 4 means the attack is against the right side. A result of 5–6 indicates the rear.

This means that the damage from a single attack, such as a large laser, may strike several different locations—an effect of the extreme situation of a combat drop.

Conventional Infantry: Because they are spread out during a dropping maneuver to avoid colliding with one another, do not double the damage against dropping conventional infantry (that is, they are not considered "in clear terrain" while dropping).

Attacks by Dropping Units

Dropping units can make attacks against airborne aerospace units and ground targets. In the case of airborne aerospace units using Low-Altitude Movement, treat the ground unit as though it is on a ground map with an altitude equal to its current altitude. In all instances, apply an additional +2 to-hit modifier, in addition to all other standard modifiers (including the +3 jumping modifier, which is applied to all units even if they are using a parachute). If attacking aerospace units, remember to apply the appropriate angle of attack modifiers.

Landing Roll

Once a dropping ground unit reaches the ground hex row on a High-Altitude Map (or Altitude 1 (NOE) if using Low-Altitude Movement), at the start of that turn, its controlling

player should secretly nominate a hex (this can be done by writing the information on a piece of paper and turning it face down on the table) anywhere on the playing area in which the unit will land (separate hexes spread across the entire playing area can be assigned to different units, even if they dropped simultaneously from the same aerospace unit). If a unit is prohibited from entering a specific hex type, that hex cannot be chosen as the target, with one notable exception: a player can intentionally try to violate Stacking rules (see *Stacking*, below).

At the end of the Movement Phase, after all non-dropping troops have moved, Landing Rolls are made for each dropping unit in order of their Initiative, revealing the nominated hexes before each roll (if both opponents have troops making Landing Rolls in the same turn, alternate turns per standard movement). For any unit with a Piloting/Driving Skill, make a Piloting/Driving Skill Roll, modified as normal for damage. For units without a Piloting/Driving Skill, roll 2D6 against a target number of 5, also modified as appropriate. In both instances, a successful roll result indicates the unit lands in the target hex at the end of the Movement Phase.

As stated previously, all units that land in a turn do so at the end of the Movement Phase after all other non-dropping troops have moved, in the order of their Initiative (if both sides have dropping troops landing in the same turn). If a unit fails its landing roll, completely resolve that situation before moving on to the next unit.

A dropping unit may not move or make attacks in the turn that it landed; dropping units may move and attack normally on the following turn. Attacks made against such units apply a +3 modifier for target movement.

WiGE Vehicle: Provided a WiGE vehicle has 5 MP available, after the Landing Roll is resolved, the controlling player may announce he is spending 5 MP to keep the unit airborne, in which case it may move normally on the following turn. If the 5 MP is not spent, the unit is considered landed.

Stacking: If a unit violates the Stacking rules when it lands, use the Unit Displacement rules to determine the effects (see p. 151, *TW*). Randomly determine the direction to displace any units (if there are multiple units, randomly determine the displacement direction for each unit). This is not considered an accidental fall from above.

Failed Landing Damage

A unit that fails its landing roll takes damage as though it had fallen a number of levels equal to the number of points by which the roll failed (see *Falling*, p. 68, *TW*, for 'Mechs or *Unit Displacement*, p. 151, *TW*, for non-'Mech units). For example, if a 'Mech with a modified Piloting Skill target number of 6 or higher rolled a 3, the unit would suffer damage as from a fall of 3 levels. A Piloting Skill Roll for landing that fails by more than 7 means the unit is automatically destroyed.

Regardless of whether a unit violates Stacking rules for entering a hex, a failed landing roll automatically is treated as an accidental fall from above (see p. 152, *TW*).

Failed Landing Location

On a failed landing, the unit also scatters 1D6 hexes for every point by which the result falls below the Piloting Skill Roll target number. Use the Dive Bombing Scatter Diagram (see p. 245, *TW*), to determine the direction of the scatter.

If players are using multiple maps, the unit may scatter onto a different map. If the unit completely misses the playing area, it is considered destroyed for purposes of determining victory in the current scenario.

Stacking: If a unit violates the Stacking rules when it scatters and enters a hex after a failed landing roll, use the Unit Displacement rules to determine the effects (see p. 151, *TW*). In this case, use the direction of the original target hex to determine the direction of movement for any displacement that might occur. As noted, this is automatically treated as an accidental fall from above (see p. 152, *TW*).

SPECIALIZED INFANTRY TYPES TABLE

Specialty Type	MP (Type)	Prohibited Terrain
Combat Engineers	*	*
Marines	*	*
Mountain Troops	1 (Ground)**	Water (Any)
Paratroops	1 (Ground)**	†
SCUBA (Standard)	1 (Sub)**	Water (Depth 3+)
SCUBA (Motorized)	2 (Sub)**	Water (Depth 3+)

*As chosen Motive Type (Foot, Motorized, Jump and Mechanized: [Hover, Wheeled, Tracked] are all available to these units).

**See special game rule

†As platoon type chosen

SPECIALIZED INFANTRY

As summarized by the Specialized Infantry Types Table above, each specialized infantry type imposes varying effects on movement (MP) and terrain restrictions (Prohibited Terrain). Additional rules for each specialized platoon type apply as follows:

Combat Engineers: These troops can perform a variety of tasks in the field, which must be designated before the start of the scenario.

- **Bridge-Building Engineers:** These troops carry assembly parts and tools for their operation, and can raise 2 single-hex Light Bridges or 1 single-hex Medium Bridge per scenario by spending 6 full turns adjacent to a target hex and engaging in no other actions, and also taking no damage while doing so. A Light Bridge built by these infantry receives a CF of 15, while a Medium Bridge receives a CF of 40 (double these values if the bridge is built over water). If a bridge-building unit suffers any damage during a turn when it is attempting to build a

bridge, the building effort extends by 1 turn (regardless of how many times the unit is attacked). If a bridge-building unit is destroyed before completing its task, the bridge is destroyed as well.

- **Demolition Engineers:** These troops plant explosive charges on structures such as bridges and buildings. While setting charges, a demolition engineer platoon may not engage in any other movement or combat actions. The damage these charges inflict (on the target structure only) is determined by multiplying the number of turns the platoon spends in the target hex setting them (to a maximum of 6 turns), times the number of damage points listed for an SRM infantry platoon of equivalent numbers (as of when the platoon ceases planting the charges). Once finished setting their charges (announced at the End Phase of the turn), the demolition platoon's controlling player may announce, during any subsequent End Phase, that he is detonating the charges, inflicting the computed damage only against the hex worth of the structure the platoon spent its turns rigging up. While the charges will not directly damage any other units in the same hex, such units will take damage from the collapsing structure (see pp. 177-178, *TW*).
- **Trench/Fieldworks Engineers:** These engineers dig trenches and set up ad-hoc fieldworks that any infantry unit can use as handy cover. A trench/fieldworks hex (called a fortified hex) may be established in any hex except for those containing water, pavement or buildings, and provides a +2 modifier to any attacks (except for flamers and area-effect weapons) made against any infantry unit that subsequently "digs in" to the fortified hex (see *Digging In*, p. 3). Fortified hexes made of clear terrain are also not treated as clear when determining damage against infantry. Creating trenches and fieldworks takes 3 full turns to complete, during which time the engineering unit may take no other action. As with bridge-building engineers, damage to a unit during a turn in which it is attempting to fortify a hex in this fashion extends the effort by 1 turn (regardless of the number of attacks made against the unit). If a trench/fieldworks unit is destroyed before completing its task, the underlying terrain remains unchanged and provides no modifiers.

Mountain Troops: These troops' climbing gear enables them to traverse 3 levels per hex, as opposed to the typical 1 level per hex for other ground infantry.

Paratroops: Paratroops are specialized foot infantry trained and equipped to deploy into combat in parachutes or parafoils. In any atmospheric combat scenario (except for vacuum), paratroop infantry units may deploy via combat drops (see *Dropping Troops (Atmospheric Drops)*, p. 4) from any suitable aerospace unit operating within the atmosphere (but below the Space-Atmosphere Interface on the High-Altitude Map). When the troops land, however, the controlling player must roll 2D6 for each squad in a paratroop unit. On a result of 3 or less, the squad suffers 1 casualty and scatters like a scattered battle

armor unit. Dropping paratroop infantry may be attacked as other dropping units, with no additional infantry modifiers.

SCUBA (Standard): SCUBA troops operate as normal foot infantry on land, but may enter and move through water at 1 MP per hex (or depth) as a submarine or UMU-equipped unit. SCUBA infantry can submerge as low as 2 depths in game play, and possess weapons modified to fire underwater. However, their primary and secondary weapons have only half the standard range when used underwater (round down), and SCUBA troops may not employ disposable weapons.

SCUBA (Motorized): Similar to standard SCUBA infantry, these troops possess portable underwater propulsion gear in the form of either backpack aquatic "thrusters" or mini-sub "sleds" that can be quickly stowed when on land. As with standard SCUBA infantry, these troops move at 1 MP per hex on land, but have 2 MP in water, and may—like their standard SCUBA counterparts—submerge as low as Depth 2. As with standard SCUBA units, primary and secondary weapons have only half their standard range when used underwater (round down), and these SCUBA troops may not employ disposable weapons.

LAND-AIR BATTLEMECHS (LAMs) QUICK-START RULES

Land-Air BattleMechs (LAMs) are a cutting-edge Star League unit type that allowed a BattleMech to transform into an aerospace fighter, as well as a middle hybrid AirMech. Rare even during the height of the Star League, by the time of the Jihad this unit type was extinct on the battlefield. With rumors circulating of a new breed of Word of Blake LAMs under development, interest in this rare, unique unit has spiked once more.

The following quick-start rules allow players to use the LAMs presented in *Technical Readout: 3085*. The complete rules for LAMs, including construction rules, are found in *Interstellar Operations*.

LAM PILOT SKILLS

Because they are designed to operate as both aerospace fighters and BattleMechs, Land-Air BattleMechs require a more intensive cross-training regimen for their pilots. In game play, this means that a LAM pilot requires two sets of Gunnery and Piloting skills, rather than the traditional pair. The first set of these skills applies to the LAM's BattleMech functions, while the second set applies to its aerospace functions.

In game play, the Gunnery or Piloting Skill required in any given situation depends on the mode to which the LAM is currently configured, and—in the case of LAMs in AirMech Mode—what movement mode is being used. Unless the rules for a situation state otherwise, substitutions are not allowed. If a roll requires the MechWarrior to use his 'Mech Gunnery Skill, he cannot use his Aerospace Gunnery Skill instead (and vice versa).

The LAM Skills Table identifies what skills apply based on the LAM's current configuration and movement modes. In any turn where the LAM is converting from one configuration to another, the skills applicable to the previous (starting) configuration apply.

When generating random experience and skill ratings for LAMs (see p. 273, *TW*), apply a +3 modifier to the random experience roll, and apply a -2 modifier to the random skill roll. Roll for all four skills ('Mech piloting, 'Mech gunnery, aerospace piloting, and aerospace gunnery) separately. The adjusted rolls cannot be less than zero or exceed the values on the tables.

LAM SKILLS TABLE

Configuration and Movement Mode	Piloting	Gunnery
Aerospace Fighter	Aerospace	Aerospace
AirMech Expending BattleMech MP	BattleMech	BattleMech
AirMech Expending AirMech MP	Aerospace	BattleMech
BattleMech	BattleMech	BattleMech

CONVERSION

Conversion is the process of switching from one of three LAM modes to another: BattleMech Mode, AirMech Mode and Fighter Mode (in this context, the term "Fighter Mode" always refers to an aerospace fighter). The process is dictated by the mode the LAM is in, and the map the LAM is on (i.e. ground, low-altitude, high-altitude, or space).

Some standard rules apply regardless of these factors (additional rules for conversion, based on mode and map, follow this general list):

- Conversion is always announced at the start of the LAM's movement and is complete at the end of the LAM's movement for that turn's Movement Phase.
- A LAM maintains its facing when converting.
- During the turn of conversion the LAM maintains its previous movement type, but at half the normal movement rates (rounded down).
- Except when airborne and converting to and from Fighter Mode, a LAM does not have to move during the turn in which it changes modes.
- Converting LAMs may make attacks with a +3 to-hit modifier during the turn they are converting—they use the skills according to the mode they have converted to that turn.
- It is permissible to change modes in back to back turns. For example, a LAM in BattleMech Mode could convert to AirMech Mode during the movement phase of turn one, and in the Movement Phase of turn two, convert from AirMech Mode to Fighter Mode.

Standard LAMs

When operating on the ground or low-altitude maps, these units may change from BattleMech or Fighter Mode to AirMech, or from AirMech to BattleMech or Fighter Modes (but not from BattleMech to Fighter) in a single turn.

A Standard LAM on the high-altitude or space map may convert to any mode in a single turn.

Damage to a LAM never forces it to change modes, but does affect conversion as follows:

Shoulder, Upper Arm and Lower Arm Actuator Critical Hits: May convert between Fighter and AirMech modes, but not into or out of BattleMech Mode.

Hip, Upper Leg Actuator and Lower Leg Actuator Critical Hits: May convert between BattleMech and AirMech Modes, but not into or out of Fighter Mode.

Gyro Critical Hits: May not convert between modes (if the unit mounts a heavy-duty gyro, see the last footnote on page 11).

Ground Conversion

These rules apply when a LAM expends Walking, Running, Jumping, AirMech Cruise, or AirMech Flank MP and ends its Movement Phase at zero Elevations above the underlying terrain. Conversion may not occur while a LAM is underwater. If a converting LAM ends its movement in a hex that is prohibited terrain for its new movement mode, it is reduced to 0 MP (but not considered immobile) until it converts to a mode for which the terrain is not prohibited.

Airborne Conversion

LAMs may convert while airborne. A LAM is airborne for conversion purposes if it is on the space map in a hex affected by gravity, on the high-altitude map, or on the low-altitude map. Dropping LAMs may not convert until jettisoning their drop cocoon (if applicable).

Converting to AirMech Mode: A LAM that converts to AirMech Mode while airborne above Altitude 3 on the low-altitude map is treated as a 'Mech making a drop (see p. 4), and begins falling in the Aerospace Movement Phase of the following turn. The fall rate on the high-altitude/space map is 1 hex per turn. If a LAM enters the space/atmosphere interface hex row from a space hex in any mode other than Fighter (or as a BattleMech in a cocoon), it is destroyed. The fall rate on the low-altitude map is 3 Altitude rows per turn.

An AirMech that drops to Altitude 3 or lower may stop its descent by expending 10 AirMech MP. Multiply the AirMech's altitude by 10 and place it at that elevation above the underlying terrain. It may continue moving normally using its remaining AirMech MP. For example, a *Phoenix Hawk* LAM converts from Fighter to AirMech Mode and ends its movement at Altitude 5. In the following turn it begins to fall, and would normally drop three altitudes to Altitude 2. However, upon reaching Altitude 3, the controlling player elects to expend 10 AirMech Cruise MP and stops the fall. It is placed at Elevation 30 above the underlying terrain and may expend its remaining 5 AirMech Cruise MP normally.

A Fighter Mode LAM that converts to AirMech Mode and ends its movement at Altitude 3 or less does not begin dropping, but is placed at its altitude times 10 elevations above the underlying terrain.

A BattleMech Mode LAM that converts to AirMech Mode while dropping continues to drop, but may stop its fall by expending 10 AirMech MP once it reaches Altitude 3 or lower.

Converting to Fighter Mode: A LAM that converts to Fighter Mode while airborne continues dropping as normal but may start moving as a fighter in the Aerospace Movement Phase of the following turn unless it failed to convert before reaching Altitude 0. A converting LAM that falls to Altitude 0 at the end of its Movement Phase crashes as an aerospace fighter (see p. 81, *TW*).

AirMech Mode LAMs, expending AirMech MP, must reach 8 or more elevations above the underlying terrain by the end of their movement to convert to Fighter Mode and remain airborne; they are placed at Altitude 1 (NOE) in the corresponding hex of the low-altitude map (or they may expend AirMech MP if the Aerospace Units on Ground Mapsheets rule is in use; see p. 91, *TW*). AirMech Mode LAMs that are below Elevation 8 must land (or rise to Elevation 8+) to convert to Fighter Mode.

AirMech Mode LAMs expending Walking or Running MP that convert to Fighter Mode are treated as a grounded fighter at the end of movement.

Converting to BattleMech Mode: LAMs that convert to BattleMech Mode while airborne are treated as a 'Mech making an atmospheric drop (see *Converting to AirMech Mode*, above).

AirMech Mode LAMs that convert to BattleMech Mode while using AirMech MP must land at the end of their movement. AirMech Mode LAMs that convert to BattleMech Mode while dropping continue to drop.

Space Conversion

A LAM is in space if it is on the space map and outside the gravity well of a planet. No special rules apply for Space Conversion.

MOVEMENT PHASE

LAMs use the following movement rules in game play, based on their present configuration mode.

BattleMech Mode: A LAM in BattleMech Mode uses standard 'Mech ground movement rules; in space, the Space Drops for Ground Units in Zero-G Operations rules (see p. 24, *SO*) apply, however the LAM expends fuel from its aerospace fighter allotment, not from its jump jet reaction mass (each thrust point spent consumes one point of fuel).

Fighter Mode: A LAM in Fighter Mode receives a Safe Thrust equal to its Jumping MP and a Maximum Thrust equal to its Safe Thrust times 1.5 (rounded up). In this mode, the LAM maneuvers as a standard aerospace fighter, requires Control Rolls for high-G maneuvers (see p. 78, *TW*), receives free facing turns as an aerospace fighter in atmosphere (see pp. 84 and 92, *TW*), and makes random movement avoidance rolls due to heat (see p. 161, *TW*). In addition, the LAM is treated as having VSTOL capabilities when attempting special maneuvers (see p. 85, *TW*).

A LAM's structural integrity is equal to the number of internal structure points in its center torso. A LAM that suffers struc-

tural integrity damage from high-thrust maneuvers applies this damage directly to its center torso internal structure and rolls for critical hits to that location as a BattleMech.

LAMs in Fighter Mode expend fuel in the same fashion as an aerospace fighter, however, a LAM that loses a side torso cannot fly in the atmosphere.

AirMech Mode: In AirMech Mode, the LAM has four movement modes available: Walking, Running, AirMech Cruise and AirMech Flank. An AirMech may use Walking or Running MP as if it were a normal 'Mech subject to the limitations below. A LAM in AirMech Mode may use only one movement mode per turn.

Walking: An AirMech's Walking MP is calculated by multiplying its BattleMech Mode Walking MP by 0.33 and rounding up.

Running: Multiply an AirMech's Walking MP by 1.5 and round up to calculate its AirMech Running MP.

- **AirMech Cruise/Flank:** The AirMech Cruise and AirMech Flank movement modes are considered a modified form of WiGE-style movement. A LAM's AirMech Cruise MP is equal to its BattleMech Mode Jumping MP times 3. A LAM's AirMech Flank MP is equal to its AirMech Cruise MP times 1.5 (rounded up). AirMech movement generates heat equal to the number of MP expended divided by 3, and rounded normally. A LAM that loses a side torso cannot expend AirMech MP in the atmosphere. When using AirMech Mode movement (Cruise or Flank), the LAM moves like a WiGE (see p. 55, *TW*), and is subject to all of the same restrictions as normal WiGE movement except as noted below, including maintaining 1 elevation above the underlying terrain (see *Gaining Elevation*, below, for an exception), and sideslipping (see *Going In*, p. 12, for additional effects). A LAM must also pay the 5 MP for take-off required of WiGE vehicles, and must move a minimum of 5 hexes each turn to remain aloft (see *Hovering*, below, for an exception). The LAM spends no MP to land under AirMech movement, and 'Mech terrain restrictions apply; i.e. an AirMech may land in a light woods hex while expending AirMech Cruise MP. Additionally, a LAM using AirMech movement has the following options over normal WiGE movement:

- **Hovering:** A LAM using AirMech movement may hover by spending 5 AirMech MP. An AirMech that hovers does not need to move 5 hexes to remain airborne. It may move 0-4 hexes, expending MP normally, prior to spending 5 MP on hovering. A hovering AirMech is not an immobile target.

- **Gaining Elevation:** Whereas a WiGE vehicle may only gain elevation by climbing terrain, a LAM using AirMech movement may gain elevation like a VTOL, by spending 1 additional MP per elevation change (more than the 1 elevation the LAM automatically receives above its underlying terrain). However, while moving at more than 1 elevation above the underlying terrain, a LAM in AirMech Mode pays 2 AirMech MP per hex. Unlike a WiGE, a LAM using AirMech movement does not need to descend to 1 elevation above the underlying terrain at the end of its movement. An AirMech may not gain more than 25 elevations above the underlying terrain

in this fashion. When using AirMech movement modes, no Piloting Skill Rolls are required to land (descend to the level of the underlying terrain) unless the LAM has suffered gyro or hip critical hits. In such cases, the LAM must make a successful Control Roll when landing or it will crash (see *Going In*, p. 12).

- **Stacking:** A LAM in BattleMech Mode uses standard 'Mech stacking rules (see p. 57, *TW*). In AirMech Mode, the LAM uses 'Mech stacking rules when expending Walking or Running MP. When expending AirMech MP and the LAM is at two or fewer elevations above the underlying terrain it uses WiGE stacking rules; when three or more elevations above the underlying terrain, use VTOL stacking rules. In Fighter Mode, the LAM uses standard aerospace stacking rules.

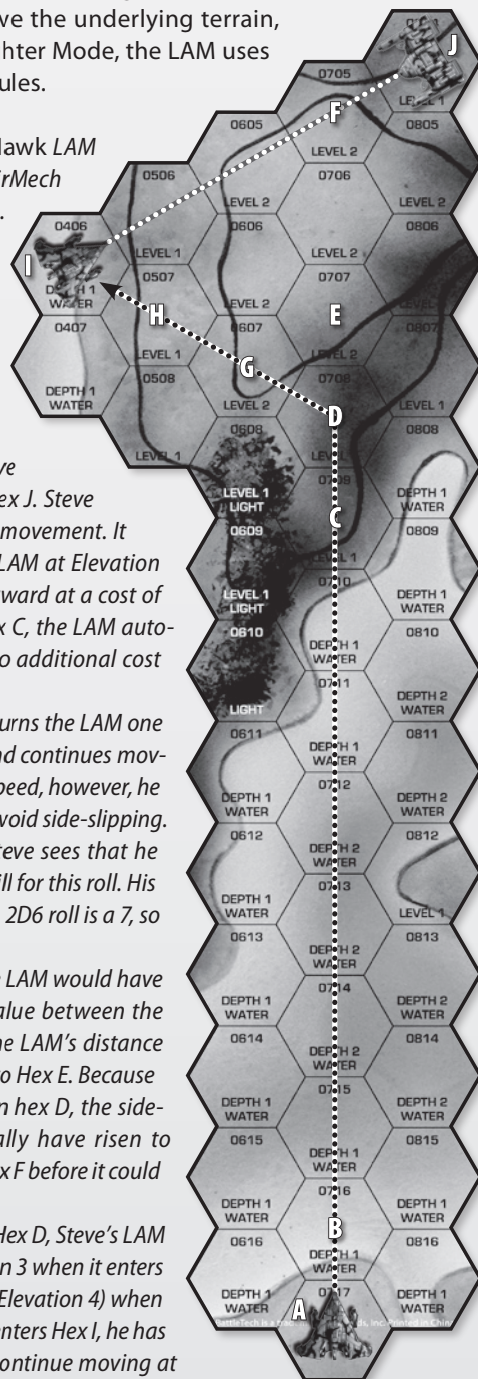
Steve is moving his Phoenix Hawk LAM on Large Lakes #1 map in the AirMech Movement and combat diagram. In the previous turn, he converted to AirMech Mode. His Phoenix Hawk LAM has 5 Jumping MP, giving it an AirMech Cruise of 15 and an AirMech Flank of 23 ($15 \times 1.5 = 22.5$, rounded up to 23). He begins the turn in Hex A, facing Hex B as shown. He wants to move to Hex I to engage the 'Mech in Hex J. Steve decides he will use AirMech Flank movement. It costs 5 MP to lift off, putting the LAM at Elevation 1. Steve starts moving the LAM forward at a cost of 1 MP per hex. When it reaches Hex C, the LAM automatically rises to Elevation 2 at no additional cost (per WiGE movement rules).

After moving into Hex D, Steve turns the LAM one hexside to the left to face Hex G and continues moving. Because it is moving at Flank speed, however, he must make a Piloting Skill Roll to avoid side-slipping. Consulting the LAM Skill Table, Steve sees that he must use his Aerospace Piloting Skill for this roll. His Aerospace Piloting is 5, and Steve's 2D6 roll is a 7, so his movement continues normally.

Had Steve rolled a 2 instead, the LAM would have side-slipped 3 hexes (the lesser value between the warrior's Margin of Failure and the LAM's distance traveled prior to the sideslip -1) into Hex E. Because Hex E is only one level higher than hex D, the side-slipping LAM would automatically have risen to Elevation 3 and continued on to Hex F before it could continue moving normally.

Continuing its movement from Hex D, Steve's LAM gains 1 elevation, rising to Elevation 3 when it enters Hex G, and one more elevation (to Elevation 4) when it enters Hex H. When Steve's LAM enters Hex I, he has a choice to make. He may either continue moving at

Elevation 3 (at a cost of an additional 2 MP per hex) or he may descend to one elevation above the underlying terrain (putting him at Elevation 1). Steve decides to descend to Elevation 2, and then descends again (to Elevation 1) as he moves from Hex H to Hex I. When he reaches Hex J, Steve's LAM makes a 2-hexside turn to the right and ends its movement. Another Piloting Skill Roll to avoid side-slipping is unnecessary, since the unit has stopped its movement here. The total MP expenditure is 20: 5 MP to take off, 9 MP to move to Hex D, 1 MP to turn and face Hex G, 1 MP to move to Hex G, 1 MP to move to hex H, 1 MP to move to Hex I, and 2 MP to turn in Hex I.



COMBAT PHASE

LAMs use the following combat rules in game play, based on their present configuration mode.

All Modes: Apply a +1 to-hit modifier to all attack rolls for each pilot hit suffered by a LAM pilot. In addition, LAMs suffer critical hit chances as BattleMechs, that is, whenever their internal structure is damaged in a location.

BattleMech Mode: A LAM in BattleMech Mode functions just like a BattleMech during the Combat Phase, and may make (and receive) Weapon and Physical attacks as a 'Mech.

Fighter Mode: When executing attacks, a LAM in Fighter Mode uses the same rules as an aerospace fighter to deliver the attack. However, because LAMs are actually reconfigured BattleMechs, the LAM Fighter Firing Arcs Table is used to translate the LAM's normal BattleMech Mode arcs into appropriate Fighter Mode arcs in combat.

Delivering an attack to a LAM in Fighter Mode is resolved in the same manner as for attacking an aerospace fighter, including modifiers for attack angles, atmospheric effects and so forth. The hit locations used, whether in space or in atmosphere, are determined by using the LAM Fighter Hit Location Tables.

LAMs in Fighter Mode only suffer possible critical hit effects if the damage exceeds a location's armor and hits the internal structure. Furthermore, a LAM's structural integrity can be reduced while in Fighter Mode only when its center torso suffers a loss of internal structure points through damage (including damage from high-thrust maneuvers; see *Movement Phase*, p. 8).

Additionally, a LAM in Fighter Mode is still a BattleMech and suffers hull breach chances in space (see p. 54, *TO*).

Aside from these modifications, a LAM in Fighter Mode follows all normal aerospace fighter combat rules.

AirMech Mode: For LOS purposes, a LAM in AirMech Mode has a height of 1 level, and cannot benefit from partial cover. When calculating a LAM's Attacker Movement modifiers in AirMech Mode, consult the AirMech Attacker Modifiers Table. Units attacking a LAM in AirMech Mode treat the LAM as a 'Mech if it used Walking or Running MP, and as a WiGE vehicle (see p. 199, *TW*) if it used AirMech Cruise or AirMech Flank MP (including the -2 to-hit bonus for flak if applicable).

A LAM in AirMech Mode uses BattleMech firing arcs, but cannot torso twist. Calculate attack direction and LOS as if the LAM is a one-level tall 'Mech at its current elevation and facing. Remember, if the AirMech is airborne, it will generally be two elevations "tall." Use the appropriate column of the 'Mech Hit Location Table (see p. 119, *TW*) to resolve damage against the LAM in AirMech Mode.

LAMs in AirMech Mode may make Physical attacks using the same rules as a BattleMech as long as they use Walking or Running MP.

When using AirMech MP (Cruise or Flank), an AirMech may execute Kick, Punch and Melee Weapon attacks, using the rules for different levels (see p. 150, *TW*), and its Aerospace Piloting Skill for its Base To-Hit Number. Successful Physical attacks performed while using AirMech MP inflict only half their normal damage (rounded up), while failed attacks always require a Control Roll (see *Going In*, p. 12).

In these quick-start rules, when using AirMech MP, a LAM cannot execute Charging attacks.

External Stores (Bombs): LAMs may not carry external stores. If designed with internal bomb bays, they may carry one bomb for every critical space devoted to bomb bays at no further cost in tonnage, nor with any movement penalties. Multiple-slot "bombs" may be carried if there are enough contiguous bomb bay critical slots. A critical hit to a bomb bay critical slot destroys any ordnance in that slot, causing an ammunition explosion with a value equal to the bomb's rating. Bombs may explode from overheating, per normal ammunition explosion rules.

Critical Hits: Critical hits to a LAM generally follow the rules for BattleMechs. However, a number of specific hit locations can affect how the LAM functions based on its configuration. These effects are listed on the LAM Critical Hits Table. Note that this table indicates effects based on the LAM's current movement mode.

AIRMECH ATTACKER MODIFIERS TABLE

Attacker Movement Mode	Modifier
Walking	+1
Running	+2
AirMech Cruise	+2
AirMech Flank	+3

LAM FIGHTER HIT LOCATION TABLE

Die Roll	Nose	Aft	Side	Above/Below
2	Center Torso	Center Torso§	Head	Right Torso
3	Right Torso	Right Torso§	Arm‡	Arm†
4	Right Arm	Right Torso§	Center Torso	Arm†
5	Right Arm	Right Arm	Center Torso	Leg†
6	Right Torso	Right Leg	Torso‡	Right Torso
7	Center Torso	Leg†	Arm‡	Center Torso
8	Left Torso	Left Leg	Torso‡	Left Torso
9	Left Arm	Left Arm	Leg‡	Leg†
10	Left Arm	Left Torso§	Leg‡	Arm†
11	Left torso	Left Torso§	Arm‡	Arm†
12	Center Torso	Center Torso§	Leg‡	Left Torso

†Roll 1D6: 1-3 Right, 4-6 Left

§Roll 1D6: 1-4 apply damage to front torso, 5-6 apply damage to rear torso.

‡Hits the corresponding arm, leg or torso; for example, attack from left side hits left arm, left torso or left leg.

LAM FIGHTER FIRING ARCS TABLE

'Mech Location	Fighter Firing Arc
Head	Nose
Center Torso	Nose
Center Torso (Rear)	Aft
Left Torso	Left Wing
Left Torso (Rear)	Left Wing (Aft)
Right Torso	Right Wing
Right Torso (Rear)	Right Wing (Aft)
Left Arm	Left Wing
Right Arm	Right Wing
Left Leg	Aft
Right Leg	Aft

LAM CRITICAL HIT TABLE

Critical Hit	Effect Based on Movement Mode		
	Walk/Run/Jump MP	AirMech Cruise/Flank MP	Fighter (Thrust)
Avionics			
First hit	No Effect	+1 Piloting Modifier	+1 Piloting Modifier
Second hit	No Effect	+2 Piloting Modifier	+2 Piloting Modifier
Third hit	No Effect	+5 Piloting Modifier	+5 Piloting Modifier
Cockpit	Pilot Killed	Pilot Killed	Pilot Killed
Engine			
First hit	+5 Heat per turn -2 Jumping MP	+5 Heat per turn -2 AirMech Cruise MP*	+2 Heat per turn -2 Safe Thrust*
Second hit	+10 Heat per turn -4 Jumping MP	+10 Heat per turn -4 AirMech Cruise MP*	+4 Heat per turn -4 Safe Thrust*
Third hit††	Engine Destroyed	Engine Destroyed	Engine Destroyed
Landing Gear			
First hit	No Effect	No Effect	+1 Piloting to Land
Second hit	No Effect	No Effect	+2 Piloting to Land
Third hit	No Effect	No Effect	+5 Piloting to Land
Gyro			
First hit‡‡	+3 Piloting Modifier Unit cannot change configurations regardless of current movement mode	+3 Piloting Modifier**	+3 Piloting Modifier
Second hit	Gyro Destroyed‡	Gyro Destroyed‡	+6 Piloting Modifier
Sensors			
First hit	+2 To-Hit	+2 To-Hit	+2 To-Hit
Second hit	Weapon attacks impossible regardless of current movement mode		
Arm Actuators			
A critical hit to any arm actuator other than the hand prevents the LAM from changing to/from BattleMech Node, regardless of current Movement Mode			
Shoulder	+4 To-Hit† Unit cannot change to/from BattleMech Mode regardless of current movement mode	+4 To-Hit†	+4 To-Hit†
Upper Arm	+1 To-Hit†	+1 To-Hit†	+1 To-Hit†
Lower Arm	+1 To-Hit†	+1 To-Hit†	+1 To-Hit†
Hand	+1 to Punch	+1 to Punch	No Effect
Leg Actuators			
A critical hit to any leg actuator other than the foot prevents the LAM from changing to/from Fighter Node, regardless of current Movement Mode			
Hip	Half Walking MP* +2 Piloting Modifier Unit cannot change to/from Fighter Mode regardless of current movement mode	+2 Piloting to Land	No Effect
Upper Leg	-1 Walking MP* +1 Piloting Modifier	+1 Piloting to Land	No Effect
Lower Leg	-1 Walking MP* +1 Piloting Modifier	+1 Piloting to Land	No Effect
Foot	-1 Walking MP* +1 Piloting Modifier	+1 Piloting to Land	No Effect
Other Equipment			
Per normal rules			

*Recompute Running, Flank and Maximum Thrust MP normally (x 1.5). Always round up.

**Also adds Piloting Skill requirement to landing after using AirMech MP.

†Weapons in that arm only

††The third engine hit destroys the engine and the LAM shuts down, which may result in a no-thrust landing attempt (see p. 86, TW).

‡In BattleMech and AirMech modes, the LAM will automatically fall and may not stand

‡‡If the LAM has a heavy-duty gyro, treat the first hit as a +1 Piloting Modifier, and the second hit as the first gyro hit on this table. A third hit to a heavy-duty gyro destroys the gyro. The first hit to a heavy-duty gyro does not impair conversion.

HEAT PHASE

BattleMech Mode: A LAM in BattleMech Mode generates and dissipates heat in the same manner as a 'Mech.

Fighter Mode: A LAM in Fighter Mode generates and dissipates heat in the same manner as an aerospace fighter.

AirMech Mode: When using AirMech MP, a LAM generates one point of movement heat for every three AirMech MP expended (rounded normally).

Steve's AirMech is in Hex I as shown in the AirMech Movement and combat diagram (see p. 9). He ended his movement at Elevation 1, putting his LAM at Level 2 for LOS purposes. His target, a CHP-1N Champion in Hex J, is standing on Level 1 terrain and is also at Level 3 for LOS purposes. Because the hill in Hex F intervenes, the Champion will get partial cover.

Steve checks the LAM Skill Table and sees that he'll use his BattleMech Gunnery Skill (4) for this combat. Consulting the LAM Attacker Modifiers Table, Steve adds 3 to his to-hit number for using AirMech Flank movement. The Champion moved for a +2, giving Steve a Modified To-Hit Number of 9 for a short-range shot with the Phoenix Hawk's large laser, and 11s for his shots with the medium lasers. Steve rolls 5, 12 and 8, landing a 5-point hit on the Champion.

Steve calculates his heat build-up for the turn. His AirMech Flank movement generates heat equal to the number of MP divided by 3, rounded normally. Since he spent 20 MP, this equals 6.64, which rounds up to 7 points of heat. His large laser generates 8 heat points, and each medium laser generates 3, for a total of 21. His Phoenix Hawk LAM has 12 single heat sinks, and gets to shed 3 additional points of heat thanks to its wings. Steve's looking at 6 on the heat scale, assuming he doesn't take any significant damage.

The Champion's return shots start with its Gunnery Skill of 3. It adds +2 for medium range, +2 for using Running movement, and +5 for the Phoenix Hawk LAM's movement. The LAM moved 12 hexes for a +4 modifier and is airborne, giving it an additional +1 modifier. The Champion needs results of 12 with its SRM-6 and medium lasers, but only an 8 with its LB 10-X (as this weapon is short range and gets a -2 Flak bonus against the AirMech). The Champion gets a lucky hit with its SRM-6, hitting with all six missiles, and also hits with 8 submunitions from its LB 10-X; both the medium lasers miss.

Unfortunately for Steve, this results in his Phoenix Hawk taking 20 points of damage and forces him to make a Control Roll. Once again looking at the LAM Skill Table, Steve sees he'll use his Aerospace Piloting Skill to make this roll. The modifiers to this roll are +1 for taking 20 points of damage, giving Steve a target number of 6. It's a bad day for Steve. He rolls a 4. Since his LAM was airborne, he will lose his MoF in elevation. As he is only 1 elevation above the surface of the water, this will result in a crash.

Now things get tricky. The total number of levels fallen is 3, the difference between Elevation 1 and Elevation -1 (the bottom of the water hex at Depth 1), plus 1 additional level; see TW p. 68. Steve's LAM will take damage equal to its tonnage divided by 10 (rounded up) times the number of levels fallen, or 18 points, but since the LAM is falling into a water hex, this is reduced by half. Steve rolls a 5-point hit and a 4-point hit on his LAM, and checks for a hull breach for

each hit. Fortunately, his LAM survives the damage with no breached locations. Unfortunately, since the LAM is only one level tall, it is completely submerged in the Depth 1 water hex. It cannot change modes underwater, and will have to walk out using its AirMech Walking MP of 2. As the nearest Level 0 hex is four hexes away, it will take Steve four turns to get his LAM back onto land. The only good news for Steve is that with his LAM completely submerged, it dissipates 6 additional points of heat, keeping him heat neutral this turn.

GOING IN

AirMechs can move much faster than most BattleMechs and vehicles, but when something upsets their "flight," the increased speed can have disastrous results. If an AirMech using AirMech Flank MP makes a facing change at any point in its movement and attempts to enter a new hex in the same turn, the player must make a Control Roll before the AirMech enters the new hex. If the roll is successful, the AirMech's movement continues as normal. If the roll is unsuccessful, the AirMech sideslips and may skid or crash. If the AirMech skids, crashes or collides with something, its movement is over for the current turn. If it does not, it may continue moving normally.

Side-slipping: The AirMech side-slips in the direction of the hex to which it would have moved without the facing change. The distance side-slipped is the lesser of the MoF of the Control Roll or the number of hexes moved in the current turn minus 1.

Even during a side-slip, if an AirMech enters a hex that is only one level higher than the level of the underlying hex from which the AirMech exits, the AirMech will automatically rise one elevation above the level of the new hex.

If the terrain in the hex entered is two levels higher than the hex exited, the AirMech begins a skid (see below).

If the hex entered is three levels higher than the hex exited, the AirMech suffers a collision (see below).

Skidding: An AirMech may skid in one of two situations: crashing (as the result of a failed Control Roll) or side-slipping into a hex two levels higher than the hex exited. An AirMech skids in the direction it was traveling and takes damage equal to half its normal falling damage (that is, a fall when standing in a clear hex) per hex skidded. The distance skidded is the greater of the MoF of the Control Roll or half the number of hexes moved in the current turn (rounded down). If an AirMech was side-slipping prior to skidding, subtract the number of hexes side-slipped from the skid distance.

An AirMech that skids into a water hex takes half normal skidding damage (one-quarter normal falling damage) per hex. If the AirMech occupies a water hex at the end of its skidding movement, it sinks and takes damage for hitting the bottom of the water hex equal to tonnage/10 (round up) x (depth of water hex + 1)/2 (round up).

Colliding: If an AirMech enters a hex that is three or more levels higher than the hex from which it exited, it suffers a collision. The damage is equal to the number of hexes the AirMech moved in the current turn, times its tonnage, divided by 10 (rounded up). Assign the damage in 5-point Damage Value groupings.

Crashing: An airborne AirMech must make a Control Roll in the following situations:

- It misses a physical attack;
- It is successfully hit by a push, charge or Death From Above physical attack;
- During any turn it remains aloft using AirMech MP and takes 20+ points of damage. Apply a cumulative +1 modifier to this roll for every full increment of 20 points of damage sustained in the current phase plus any other applicable modifiers.

If the roll fails, the AirMech falls a number of elevations equal to its MoF. If this is greater than its elevation, it crashes into the hex it occupies (possibly creating an accidental fall from above attack). A crashing AirMech takes damage equal to: (the AirMech's tonnage/10 rounded up) * (the number of elevations fallen +1). Reduce this damage by half if the AirMech falls into a water hex. An AirMech that crashes automatically skids,

unless it hovered during the Movement Phase—in which case it simply crashes into the hex it was hovering above.

An airborne LAM in AirMech or Fighter Mode that loses a side torso automatically crashes (use a MoF of 5 if required). Use the rules above to resolve an AirMech Mode crash, or use the rules on page 81 of *Total Warfare* to resolve a crash if the LAM is in Fighter Mode.

Unintentional Charging: An AirMech must make an unintentional Charge attack against any units (or buildings) in the path of its skid. A side-slipping AirMech must make an unintentional Charge attack against units in the path of its side-slip only if the level of the unit it side-slips into (that is, the level of the underlying terrain, plus the level of the unit) is equal to or higher than the AirMech's elevation.

SCENARIOS

This section contains two ready-to-play scenarios. After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see p. 35, *Inner Sphere At a Glance, Introductory Box Set*).

Unit Substitution: As discussed in the *Introduction*, these scenarios include units contained in *Technical Readout: 3075* and/or *Record Sheets: 3075*. All such units are marked with an asterisk and include their tonnage. If a player does not have access to either of those products, simply replace the unit with one of the same tonnage and Technology Base (either from *Record Sheets: 3085* or from any other Record Sheets the player may have).

Map Substitution: Unlike previous Record Sheet books, the scenarios in this book are more complex and use a wide range of maps from different sources. If players do not have access to those maps, simply use what maps you have available, creating counters to represent appropriate terrain to roughly match the maps displayed in the scenario, or turn a mapsheet over to its blank side and draw a map matching those displayed for the scenario. (Note: small PDFs of all BattleTech playing maps are available for free at www.classicbattletech.com to help players see all the details on each map.)

SCENARIO 1: THE WEEK OF DEATH (DEFENSIVE CAMPAIGN)

Only the most generous of reviews would consider this a dive bar. The hardscrabble patrons had long ago passed drinking to forget on the downward spiral of their waning days. Last year I debriefed the maimed survivor of a Blakist re-education center, and she had more life in her than the dozen regulars already soused well before midday. If the termites and graffiti holding up the walls ever gave way, I wagered most patrons would despair only in meeting their Maker with a full glass in hand.

My source would not have taken the roll in that lot. [Name redacted] had a fondness for cheap whiskey drained from a cracked tumbler begrimed with something I was happier not

to have puzzled out. I'd spent the last four hours pretending to hang on his every word and wondering if I was ultimately more liable to get useful information or a bad case of tetanus. As if finally reading my mind, my source wriggled up on his barstool and passed a leathery hand over unchecked days of salt-and-pepper growth.

"Shall we get down to business?" His voice was polished and refined, the opposite of his appearance.

I nodded and set a thick, ivory-colored envelope on the table. "Half now, the rest after the battle ROM footage is verified."

"It'll check out," he said. Then he waggled his glass at the bartender, adding another round to my expense account.

As we tightened the noose around the Blake Protectorate, our MechWarriors and grunts would mop up the Wobbie forces and then me and my intel corps would sweep in and squeeze every bit of useful information out of whatever was left. After that, it was on to the next system, and a staggering case of déjà vu. Each liberated system inundated us with rumors of new super-weapons, hidden production facilities, secret bases and impossible 'Mechs. Thankfully, most were part of a desperate misinformation campaign, but we had to check out every lead. I'd been chasing an impossible-'Mech tale for the last six months, and my source on New Home had just handed me proof. I'd been working intel since Spica, but still lacked a profound discovery for my espionage resumé.

"After they see this footage, you'll have the best resumé in the corps," my source said.

I hadn't realized I'd said the last part aloud. Fatigue was clearly getting to me. I mumbled something non-committal and popped the ROM into a holoplayer.

An image of a fast-moving medium 'Mech, in Blake white, hovered in the air between us. A raking line of autocannon fire chased after it. Then the unthinkable happened. The 'Mech changed modes. The dirtiest epithet I knew slipped from my lips. The Blakists had LAMs.

—Excerpt from Stone Intelligence Corps report filed by [name redacted] regarding his discussion with [name redacted] and subsequent investigation into Word of Blake Land-Air BattleMechs

SITUATION

2200 Hours

Great Spine Mountains

New Home, Blake Protectorate

21 April 3078

Trapped in an old Star League-era base and besieged by elements of the Forty-Third Shadow Division, the unexpected arrival of the Forty-Fifth and Forty-Seventh Shadow Divisions has turned fighting on New Home against Stone's Lament. As a savage orbital battle rages, the Forty-Third renews its offensive while its brethren execute a daring night combat drop into the middle of Stone's force. Desperate to blunt Stone's advance into the Protectorate, the Word of Blake forces have incorporated all available assets into their units, resulting in non-standard configurations as newly minted designs get their baptism by fire. Hidden among the new designs is a 'Mech that predates the Word of Blake by more than two hundred years—a *Phoenix Hawk Mk I LAM*.

GAME SET-UP

Lay out the mapsheets as shown below (see *Map Substitution*, p. 13, if players do not have access to these maps).

Modify the playing area as follows:

- All water hexes on the River Valley map are considered clear terrain.
- All buildings have their default Construction Factor (see p. 167, TW).
- Apply 2D6 x 10 damage to each Hardened building on the Military Base #2 map.
- Prior to the start of play, the defending force may secretly designate nine fortified hexes anywhere on the battlefield.

ATTACKER

The attacking force consists of elements of the Word of Blake Forty-Third, Forty-Fifth and Forty-Seventh Shadow Divisions.

Deployment: Deployment instructions for each sub-force are given below.

Forty-Third Shadow Division (Level II-Divine Right)

The Forty-Third may deploy anywhere in columns 14, 15, 16 or 17 on the River Valley map, after all defending forces have been placed.

Precentor III Betsy Javelona (Piloting 3, Gunnery 2), WHM-8M *Warhammer*

Demi-Precentor IV Filimon Landow (Piloting 2, Gunnery 2), TFT-A9 *Thunder Fox*

Adept III Selena Duwitt (Piloting 4, Gunnery 2), GLT-8-0 *Gallant*

Adept IX Omar Pham (Piloting 3, Gunnery 3), OSP-25 *Osprey*

Adept VI Cydney Innis (Piloting 2, Gunnery 3), NH-2 *Rook*

Adept II Deotis Motyka (Piloting 3, Gunnery 3), OWR-3M *Ostwar*

Forty-Fifth Shadow Division (Level II)

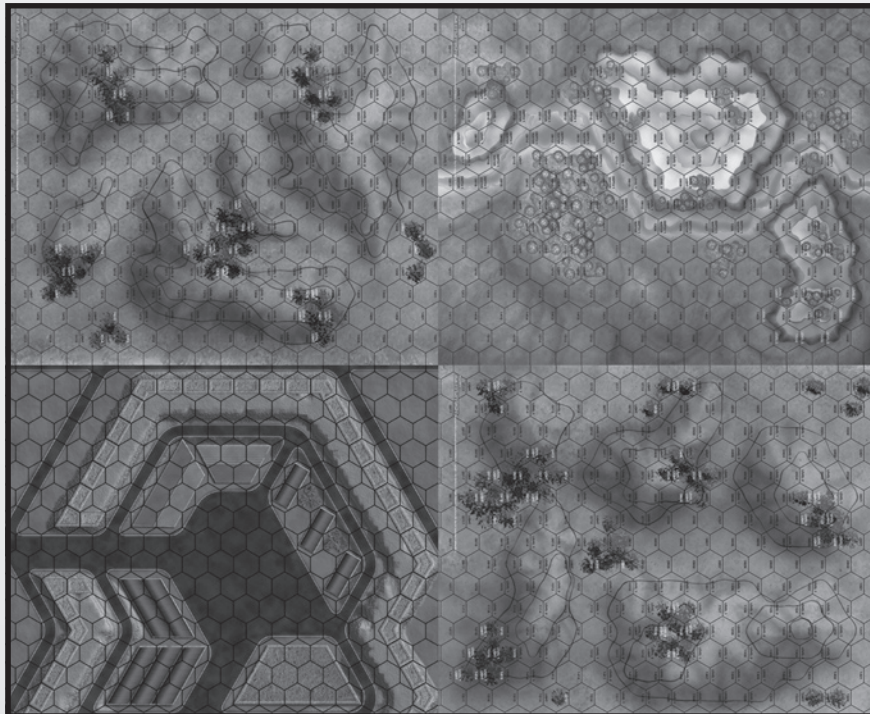
This sub-force is making an orbital insertion; see *Dropping Troops (Atmospheric Drops)*, p. 4.

Demi-Precentor X Leticia Doherty (Piloting 2, Gunnery 2), C-SRP-D *Seraph** [85 tons]

Adept XII Jas Ravi (Piloting 3, Gunnery 2), C-ANG-E *Archangel** [100 tons]

Adept VIII Talmadge Foucher (Piloting 2, Gunnery 3), C-DVA-C *Deva** [70 tons]

Adept IV Sadie Upton (Piloting 4, Gunnery 3), C-DVA-A *Deva** [70 tons]



Acept V Geo Lamos (Piloting 3, Gunnery 1), C-SRP-B *Seraph** [85 tons]
 Adept VII Arnell McDannel (Piloting 4, Gunnery 2), C-GRG-B *Grigori** [60 tons]

Forty-Seventh Shadow Division (Level II)

This sub-force is making an orbital insertion; see *Dropping Troops (Atmospheric Drops)*, p. 4.

Demi-Precentor XV Cherl Doerre (Piloting 5, Gunnery 3/Piloting Aero 5, Gunnery Aero 4), PHX-HK1R *Phoenix Hawk LAM*
 Adept XIV Thos Kujawa (Piloting 4, Gunnery 3), NX-80 *Nyx*
 Adept VIII Nicholas Neiman (Piloting 2, Gunnery 4), PXH-4W *Phoenix Hawk*
 Adept XIII Ulysses Gardner (Piloting 3, Gunnery 2), GST-10 *Ghost*
 Adept II Edna Boucher (Piloting 3, Gunnery 3), ARC-9M *Archer*
 Adept V Jaske Locke (Piloting 2, Gunnery 2), OSR-5W *Ostrosc*

Defender

The defending force consists of elements of Stone's Lament. Prior to the start of play, the defender secretly records nine fortified hexes (previously prepared by the Royal Engineer platoons; see *Trench/Fieldworks Engineers*, p. 6). The controlling player can deploy any infantry forces to one of the hidden hexes or to one of the buildings on the Military Base #2 map (see *Hidden Units*, p. 16).

Deployment: Deployment instructions for each non-infantry sub-force are given below.

Ad-Hoc Command Lance

Before the start of play and before the attacker deploys, these units must deploy on the Military Base #2 map.

Devlin Stone (Piloting 2, Gunnery 2), AS7-D-H *Atlas II** [100 tons]
 Major Geno Livatt (Piloting 2, Gunnery 2), *Tundra Wolf 4*
 MechWarrior Gina Lotz (Piloting 3, Gunnery 3), BLR-6X *BattleMaster*
 MechWarrior Jolanta Mickus (Piloting 3, Gunnery 2), MAD-9W2 *Marauder*

Ad-Hoc Scout Lance

Before the start of play and before the attacker deploys, these units must deploy on the Military Base #2 map.

Lieutenant May Carver (Piloting 4, Gunnery 3), MLR-B2 *Mjolnir*
 MechWarrior Vera St. Jean (Piloting 3, Gunnery 2), EFT-7X *Eisenfaust*
 MechWarrior Dwayne Spencer (Piloting 2, Gunnery 3), EFT-7X *Eisenfaust*
 MechWarrior Gail Lind (Piloting 3, Gunnery 2), OTT-11J *Ostscout*

Clan Nova Cat Alpha Pursuit Star

Before the start of play and before the attacker deploys, these units must deploy on the Military Base #2 map.

Star Captain Jul Nostra (Piloting 3, Gunnery 3), *Griffin IIC-6*
 MechWarrior Fang (Piloting 3, Gunnery 2), *Arbalest*
 MechWarrior Okij (Piloting 3, Gunnery 3), *Arbalest 2*
 MechWarrior Sadik (Piloting 3, Gunnery 2), *Ocelot*
 MechWarrior Tyhon (Piloting 4, Gunnery 3), *Shadow Hawk IIC-4*

Ad-Hoc Fire Support Lance

Before the start of play and before the attacker deploys, these units must deploy on the Military Base #2 map.

Captain Roy Kammen (Piloting 3, Gunnery 2), Po II Heavy Tank
 MechWarrior John Maury (Piloting 3, Gunnery 3), DI Morgan Assault Tank
 MechWarrior Jerome Polk (Piloting 2, Gunnery 3), JES I Tactical Missile Carrier
 MechWarrior Rosa Smith (Piloting 3, Gunnery 2), JES I Tactical Missile Carrier

Ghost Bear Solahma Infantry Star Alpha

Rasalhague Heavy Solahma I, (Gunnery 4)
 Rasalhague Heavy Solahma II, (Gunnery 4)
 Rasalhague Heavy Solahma III, (Gunnery 4)
 Rasalhague Heavy Solahma IV, (Gunnery 4)
 Rasalhague Heavy Solahma V, (Gunnery 4)

Ghost Bear Solahma Infantry Star Bravo

Rasalhague Heavy Solahma I, (Gunnery 4)
 Rasalhague Heavy Solahma II, (Gunnery 4)
 Rasalhague Heavy Solahma III, (Gunnery 4)
 Rasalhague Heavy Solahma IV, (Gunnery 4)
 Rasalhague Heavy Solahma V, (Gunnery 4)

DEST Heavy Response Battalion

DEST Heavy Response Platoon *Ichi* (Gunnery 1)
 DEST Heavy Response Platoon *Ni* (Gunnery 2)
 DEST Heavy Response Platoon *San* (Gunnery 3)

Royal Engineer 1st Company, Royal Guards

Royal Engineer 1st Platoon (Gunnery 2)
 Royal Engineer 2nd Platoon (Gunnery 3)
 Royal Engineer 3rd Platoon (Gunnery 4)

Royal Engineer 2nd Company, Royal Guards

Royal Engineer 1st Platoon (Gunnery 3)
 Royal Engineer 2nd Platoon (Gunnery 2)
 Royal Engineer 3rd Platoon (Gunnery 2)

Royal Engineer 3rd Company, Royal Guards

Royal Engineer 1st Platoon (Gunnery 1)
 Royal Engineer 2nd Platoon (Gunnery 3)
 Royal Engineer 3rd Platoon (Gunnery 3)

Tü Battlefield Infiltration Company

Yi Battlefield Infiltration Platoon (Gunnery 2)
Er Battlefield Infiltration Platoon (Gunnery 1)
San Battlefield Infiltration Platoon (Gunnery 2)

Shūi Battlefield Infiltration Company

Yi Battlefield Infiltration Platoon (Gunnery 1)
Er Battlefield Infiltration Platoon (Gunnery 3)
San Battlefield Infiltration Platoon (Gunnery 4)

Mù Battlefield Infiltration Company

Yi Battlefield Infiltration Platoon (Gunnery 2)
Er Battlefield Infiltration Platoon (Gunnery 3)
San Battlefield Infiltration Platoon (Gunnery 1)

SPECIAL RULES

If a unit exits the playing area for any reason, it is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect (a sampling of advanced rules from *Tactical Operations* and *Strategic Operations*): Black Ice (see p. 3), Digging In (see p. 3), Dropping Troops (see p. 4), Full Moon Night (see p. 3), Specialized Infantry (see p. 5) and Thin Snow (see p. 4).

Land-Air BattleMechs (LAM) Quick-Start Rules

The Land-Air BattleMechs (LAM) Quick-Start Rules are in use for this scenario (see p. 6).

Dropping Troops (Atmospheric Drops)

Two of the Word of Blake Level IIs enter this battle via orbital insertion; see *Dropping Troops (Atmospheric Drops)*, p. 4. Roll 1D6 for each unit and consult the Low-Altitude Table (see p. 81, *TW*). On a result of 4-6, the unit begins the first turn of the game at Altitude 9; on a result of 2-3, the unit begins the first turn at Altitude 7; on a result of 1, the unit begins the first turn at Altitude 5.

Forced Withdrawal

Both sides will fight to the death; the Forced Withdrawal rules from *Total Warfare* are not in effect.

Hidden Units

After set-up but before play begins, the defender may place any number of his forces using the standard Hidden Units rules (see p. 259, *TW*).

Orbit-to-Surface Fire (Optional Rule)

The following rule should only be used if all players agree and if players have access to *Strategic Operations* (see p. 103, *SO*).

NAVAL FIRE SUPPORT TABLE

1D6 Roll	Fire Support Available
1	None
2	NL/35
3	NL/45
4	NL/55
5	NAC/20
6	NAC/35

During the battle, Stone's forces gain naval fire support from *Principle*, an *Aegis*-class heavy cruiser. At the start of Turn 10 (and in each subsequent turn), roll 1D6 and consult the Naval Fire Support Table to determine the orbital bombardment available. Then roll 1D3 to determine the number of shots that may be designated by the defenders. The defenders do not have to take all available shots; however, if shots are available and none are taken, orbital bombardment may not be used for the following five turns.

VICTORY CONDITIONS

This scenario is inherently unbalanced. The Word of Blake force is nearly twenty percent stronger than Stone's force, though if the game goes past ten turns, the Word of Blake force has no way to combat the orbital bombardment provided by the *Principle*. Victory for this scenario is therefore not determined by Battle Value, but by battlefield events as shown below.

Stone's Coalition...

Wins a decisive victory if all Blakist forces are crippled or destroyed by the end of Turn 9 and Stone's force has at least one non-infantry unit that is not crippled or destroyed.

Wins a modest victory if all Blakist forces are crippled or destroyed at any point in the game and Stone's force has at least one non-infantry unit that is not crippled or destroyed.

Wins a marginal victory if all Blakist forces are crippled or destroyed at any point in the game.

Word of Blake...

Wins a decisive victory if all of Stone's non-infantry forces are crippled or destroyed by the end of Turn 9, and the Blake force has at least one 'Mech that is not crippled or destroyed.

Wins a modest victory if all of Stone's non-infantry forces are crippled or destroyed and the Blake force has at least one 'Mech that is not crippled or destroyed.

Wins a marginal victory if all of Stone's forces are crippled or destroyed at any point in the game.

Note: If both sides achieve the same level of victory in the same turn, the scenario ends in a draw.

AFTERMATH

The Week of Death is a nine-day siege of the position held by Stone's coalition in an old Star League-era base. Augmented by the newly arrived Shadow Divisions, the Blakist victory seems almost assured. As the Word of Blake forces are on the verge of victory, orbital bombardment from a coalition WarShip shatters the Forty-seventh. The coalition counterattacks and ultimately destroys nearly all the Blakist forces on New Home.

Damage suffered by both sides during the Week of Death makes an accurate account of any specific event during the battle nearly impossible. Rumors fly regarding the Blake force deploying LAMs, but they are ultimately unsubstantiated. The battle ROMs obtained by Stone's Intelligence Corps are ruled an elaborate hoax.

SCENARIO 2: EVERY LAM SHALL HAVE ITS DAY (GUERRILLA WARFARE)

"This is *Dai-i* Akira Fujioka to unidentified aerospace fighters. I say again, alter course to bearing two-eight-zero and decelerate to two hundred kph, or I will open fire." Fujioka's voice projected every gram of authority he could muster, but as the unidentified fighters continued on course, he knew it wasn't enough.

"Fujioka-san," his wingman's voice crackled in his ears, "are we really going to attack? There are four of them."

Switching off the general frequency, he replied, "I can't identify the designs, Tanaka-san, but my sensors say the matched pair are medium fighters, and the other two are lights."

"The Blakists disguised everything. What if the little ones are Black Wasps? How do we know—"

Tanaka was rattled. "We don't," Fujioka interrupted. Trying for a reassuring tone, he continued, "They might be able to outmaneuver us, but we have firepower on our side, and in another minute they'll be in range of our ground patrol. On my mark, go weapons hot and accelerate to attack speed. We'll target the light ones first—catch them off guard."

"Understood, Fujioka-san."

"Three, two..." Fujioka tried to give the order to fire, but his voice became a strangled gasp.

The two lighter fighters rocketed into tail-slides, but what cost *Dai-i* Fujioka precious seconds was watching the medium pair of fighters grow arms and legs like BattleMechs.

SITUATION

0730 Hours

Location Classified

Location Classified, Blake Protectorate

8 June 3078

After defeating the defenders of a minor world in the Blake Protectorate, the Kurita forces operating with Stone's coalition established effective safeguards against the possibility of guerrilla warfare waged by a handful of well-hidden aerospace fighters, as all too often the Blakists went to ground rather than surrender. On this planet, the safeguards included ready five aircraft in all jurisdictions for fast response to airborne threats, augmented on the ground by a pair of 'Mechs.

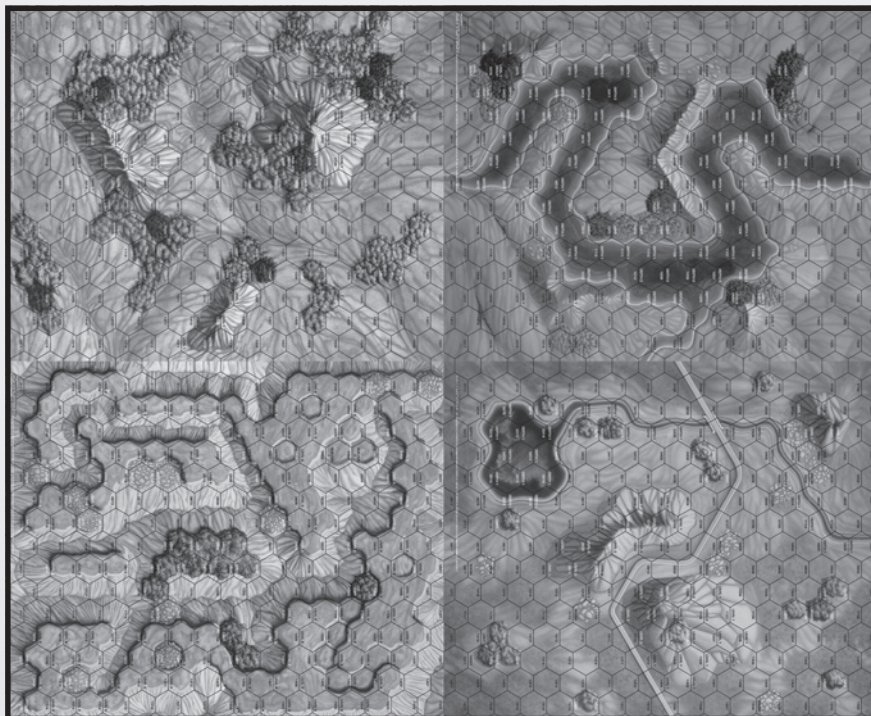
On 8 June 3078, the Combine watch commander dispatched a pair of SB-29 *Sabres* to investigate the appearance of unknown fighters. With *Wolverines* backing them up on the ground, it seemed a matter of short work for the Combine sentinels to eliminate the threat. Then the mystery aerospace fighters sprouted arms and legs and began behaving like 'Mechs.

GAME SET-UP

Lay out the mapsheets as shown below (see *Map Substitution*, p. 13, if players do not have access to these maps).

Modify the playing area as follows:

- Treat all road hexes on the BattleForce 2 map as Depth 1 water, except for hexes 0108 & 0207; treat these two hexes as clear terrain.



ATTACKER

The attacking force consists of unknown elements of the Word of Blake as described below. The attacking force automatically wins Initiative for Turn 1, and receives a +2 Initiative modifier for Turns 2 and 3.

Deployment: Deployment instructions for each sub-force are given below.

Word of Blake Force (under-strength Level II)

The *Phoenix Hawks* begin play in AirMech Mode, landed anywhere on the Wide River map; they are placed after the defending forces. The *Wasp* and *Stinger* LAMs enter from the north edge of the Woodland map in Fighter Mode at Velocity 1 during the Movement Phase of Turn 1.

Demi-Precentor Sewell Taylor (Piloting 3, Gunnery 3/Piloting Aero 4, Gunnery Aero 4), PHX-HK1 *Phoenix Hawk* LAM MK I
Adept Osei Chan (Piloting 3, Gunnery 3/Piloting Aero 4, Gunnery Aero 3), PHX-HK1 *Phoenix Hawk* LAM MK I
Adept Gisele Carr (Piloting 3, Gunnery 2/Piloting Aero 5, Gunnery Aero 4), WSP-100 *Wasp* LAM MK I
Adept Kalmen Langer (Piloting 4, Gunnery 3/Piloting Aero 4, Gunnery Aero 4), STG-A1 *Stinger* LAM MK I

DEFENDER

The defending force consists of Draconis Combine elements of Stone's coalition.

Deployment: Deployment instructions for each sub-force are given below.

Alpha Ready-Five Air Lance

Each unit enters from the south of the box canyon map at Velocity 1 during the Movement Phase of Turn 1.

Dai-i Akira Fujioka (Piloting 4, Gunnery 3), SB-29 *Sabre** [25 tons]
Chu-i Hiro Tanaka (Piloting 4, Gunnery 3), SB-29 *Sabre** [25 tons]

Bravo Ready-Five Lance (half-strength)

Units are deployed adjacent to Hex 0909 on the BattleForce 2 map.

Chu-i Tomiko Kagi (Piloting 4, Gunnery 3), WVR-9W2 *Wolverine*
Sho-ko Galen Morita (Piloting 4, Gunnery 3), WVR-9W2 *Wolverine*

SPECIAL RULES

If a unit exits the playing area for any reason, it is considered destroyed and may not re-enter the scenario; see the Forced Withdrawal rule below for the exception.

The following additional rules are in effect.

Aerospace Units on Ground Maps

All rules for Aerospace Units on Ground Maps are in use for this scenario (see p. 91, *TW*).

Advanced Atmospheric Control Rolls

The standard aerospace rules as presented in *Total Warfare* require any unit to make a Control Roll in the End Phase of a turn in which it is damaged while in atmosphere. Under the advanced rules, such rolls are still needed. However, rather than for every turn in which it takes damage, Control Rolls are made in every turn where a unit takes an Avionics or Control critical hit (per standard rules) or where a unit sustains a hit that exceeds its Damage Threshold. If a threshold-exceeding hit occurs that also causes critical damage, two individual Control Rolls are made. The +1 modifier for 20 points of damage does not apply when using advanced atmospheric Control Rolls.

Forced Withdrawal

Forced Withdrawal is in effect for both sides (see p. 258, *TW*).

Land-Air BattleMechs (LAM) Quick-Start Rules

The Land-Air BattleMechs (LAM) Quick-Start Rules are in use for this scenario (see p. 6). The WSP-100 *Wasp* LAM Mk I is carrying five standard bombs internally.

VICTORY CONDITIONS

The side with the last surviving unit wins. If both remaining units are destroyed in the same turn, the scenario is a draw.

AFTERMATH

After a lengthy engagement, the apparent Word of Blake forces withdrew, leaving behind a bewildered and moderately damaged Kurita force.

BATTLETECH



DEST HEAVY RESPONSE PLATOON RECORD SHEET

DEST HEAVY RESPONSE PLATOON 1

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes:

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

Armor Type: DEST Infiltration Suit																				Divisor: 1																									
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1															
—	—	—	—	—	—	—	—	—	—	8	8	7	7	6	6	6	5	5	5	4	4	3	3	3	2	2	1	1	0																
*Damage is always applied in 2-point Damage Value groupings																				RANGE IN HEXES (TO-HIT MODIFIER)																									
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-1		0		0		+2		+2		+4		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									
Disposable Weapon: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									

BV: 95 Transport Wt: 4 tons

Movement MP: 3 Type: Jump
Movement MP: 1 Type: Ground

DEST HEAVY RESPONSE PLATOON 2

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes:

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

Armor Type: DEST Infiltration Suit																				Divisor: 1																									
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1															
—	—	—	—	—	—	—	—	—	—	8	8	7	7	6	6	6	5	5	5	4	4	3	3	3	2	2	1	1	0																
*Damage is always applied in 2-point Damage Value groupings																				RANGE IN HEXES (TO-HIT MODIFIER)																									
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-1		0		0		+2		+2		+4		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									
Disposable Weapon: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									

BV: 95 Transport Wt: 4 tons

Movement MP: 3 Type: Jump
Movement MP: 1 Type: Ground

DEST HEAVY RESPONSE PLATOON 3

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes:

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

Armor Type: DEST Infiltration Suit																				Divisor: 1																									
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1															
—	—	—	—	—	—	—	—	—	—	8	8	7	7	6	6	6	5	5	5	4	4	3	3	3	2	2	1	1	0																
*Damage is always applied in 2-point Damage Value groupings																				RANGE IN HEXES (TO-HIT MODIFIER)																									
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-1		0		0		+2		+2		+4		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									
Disposable Weapon: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									

BV: 95 Transport Wt: 4 tons

Movement MP: 3 Type: Jump
Movement MP: 1 Type: Ground

DEST HEAVY RESPONSE PLATOON 4

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes:

+1 to-hit modifier to attackers if unit does not move. Non-Infantry units suffer a +1/+1/+2 to-hit modifier at short/medium/long ranges.

Armor Type: DEST Infiltration Suit																				Divisor: 1																									
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1															
—	—	—	—	—	—	—	—	—	—	8	8	7	7	6	6	6	5	5	5	4	4	3	3	3	2	2	1	1	0																
*Damage is always applied in 2-point Damage Value groupings																				RANGE IN HEXES (TO-HIT MODIFIER)																									
Range		0		1		2		3		4		5		6		7		8		9		10		11		12		13		14		15		16		17		18		19		20		21	
Range Modifier		-1		0		0		+2		+2		+4		+4		—		—		—		—		—		—		—		—		—		—		—		—		—		—			
Field Gun Type: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									
Disposable Weapon: N/A										Ammo: N/A					Disposable Weapon: N/A					Ammo: N/A																									

BV: 95 Transport Wt: 4 tons

Movement MP: 3 Type: Jump
Movement MP: 1 Type: Ground



BATTLETECH



BLUE WATER MARINE RECORD SHEET

BLUE WATER MARINE RESPONSE TEAM 1

Armor Type: Flack Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Weapon range is halved (round down) underwater.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	9	8	8	7	6	5	5	4	3	2	2	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)												12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 78

Transport Wt: 3 tons

Movement MP: 1

Type: Foot

Movement MP: 2

Type: Motorized SCUBA

BLUE WATER MARINE RESPONSE TEAM 1

Armor Type: Flack Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Weapon range is halved (round down) underwater.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	9	8	8	7	6	5	5	4	3	2	2	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)												12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 78

Transport Wt: 3 tons

Movement MP: 1

Type: Foot

Movement MP: 2

Type: Motorized SCUBA

BLUE WATER MARINE RESPONSE TEAM 3

Armor Type: Flack Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Weapon range is halved (round down) underwater.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	9	8	8	7	6	5	5	4	3	2	2	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)												12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 78

Transport Wt: 3 tons

Movement MP: 1

Type: Foot

Movement MP: 2

Type: Motorized SCUBA

BLUE WATER MARINE RESPONSE TEAM 4

Armor Type: Flack Vest

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Weapon range is halved (round down) underwater.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	9	8	8	7	6	5	5	4	3	2	2	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)												12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 78

Transport Wt: 3 tons

Movement MP: 1

Type: Foot

Movement MP: 2

Type: Motorized SCUBA



BATTLETECH



BATTLEFIELD INFILTRATION UNIT RECORD SHEET

BATTLEFIELD INFILTRATION UNIT 1

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	2	2	2	2	2	1	1	1	1	1	0	0

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

BATTLEFIELD INFILTRATION UNIT 2

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	2	2	2	2	2	1	1	1	1	1	0	0

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

BATTLEFIELD INFILTRATION UNIT 3

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	2	2	2	2	2	1	1	1	1	1	0	0

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot

BATTLEFIELD INFILTRATION UNIT 4

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 to-hit modifier to attackers if platoon expends 1 MP, +1 to-hit modifier to attackers if platoon expends 2 MP. Non-infantry units suffer +1/+1/+2 to-hit modifiers at short/medium/long ranges. Invisible to Standard/Light Active Probes. Demolition equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3	3	3	2	2	2	2	2	1	1	1	1	1	0	0

Armor Type: Sneak Suit (Camo/ECM/IR)

Divisor: 1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 4 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Foot



BATTLETECH



ROYAL ENGINEER PLATOON RECORD SHEET

ROYAL ENGINEER PLATOON 1

Armor Type: Lyran Alliance Standard Infantry Kit Divisor: 2

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Trench/Fieldwork equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	7	7	6	6	5	5	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 5 tons

Movement MP: 3

Type: Ground, Motorized

Movement MP: N/A

Type: N/A

ROYAL ENGINEER PLATOON 2

Armor Type: Lyran Alliance Standard Infantry Kit Divisor: 2

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Trench/Fieldwork equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	7	7	6	6	5	5	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 5 tons

Movement MP: 3

Type: Ground, Motorized

Movement MP: N/A

Type: N/A

ROYAL ENGINEER PLATOON 3

Armor Type: Lyran Alliance Standard Infantry Kit Divisor: 2

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Trench/Fieldwork equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	7	7	6	6	5	5	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 5 tons

Movement MP: 3

Type: Ground, Motorized

Movement MP: N/A

Type: N/A

ROYAL ENGINEER PLATOON 4

Armor Type: Lyran Alliance Standard Infantry Kit Divisor: 2

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

Trench/Fieldwork equipment.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	7	7	6	6	5	5	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 44

Transport Wt: 5 tons

Movement MP: 3

Type: Ground, Motorized

Movement MP: N/A

Type: N/A



BATTLETECH



**TAKE THE TIME
III-CHI RECORD
SHEET**

TAKE THE TIME III-CHI 1

Experience: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Max Weapon Damage* _____

Notes:

Bridge-building equipment.

Armor Type: ComStar Standard Infantry Kit

Divisor: 2

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

RANGE										RANGE IN HEXES (TO-HIT MODIFIER)												
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A
Disposable Weapon: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A

BV: 27 Transport Wt: 14 tons Movement MP: 3 Type: Mechanized, Tracked
Movement MP: N/A Type: N/A

TAKE THE TIME III-CHI 2

Experience: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Max Weapon Damage* _____

Notes:

Bridge-building equipment.

Armor Type: ComStar Standard Infantry Kit

Divisor: 2

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

RANGE										RANGE IN HEXES (TO-HIT MODIFIER)												
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A
Disposable Weapon: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A

BV: 27 Transport Wt: 14 tons Movement MP: 3 Type: Mechanized, Tracked
Movement MP: N/A Type: N/A

TAKE THE TIME III-CHI 3

Experience: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Max Weapon Damage* _____

Notes:

Bridge-building equipment.

Armor Type: ComStar Standard Infantry Kit

Divisor: 2

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

RANGE										RANGE IN HEXES (TO-HIT MODIFIER)												
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A
Disposable Weapon: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A

BV: 27 Transport Wt: 14 tons Movement MP: 3 Type: Mechanized, Tracked
Movement MP: N/A Type: N/A

TAKE THE TIME III-CHI 4

Experience: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Max Weapon Damage* _____

Notes:

Bridge-building equipment.

Armor Type: ComStar Standard Infantry Kit

Divisor: 2

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

RANGE										RANGE IN HEXES (TO-HIT MODIFIER)												
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Field Gun Type: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A
Disposable Weapon: N/A Ammo: N/A Disposable Weapon: N/A Ammo: N/A

BV: 27 Transport Wt: 14 tons Movement MP: 3 Type: Mechanized, Tracked
Movement MP: N/A Type: N/A





HEAVY INFANTRY POINT 1

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

Heavy Burst Damage (+1D6 damage to conventional infantry).

											Armor Type: Clan Armor Kit											Divisor: 2										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
—	—	—	—	—	—	—	—	—	—	—	24	23	22	20	19	18	17	16	14	13	12	11	10	8	7	6	5	4	2	1		

*Damage is always applied in 2-point Damage Value groupings

											RANGE IN HEXES (TO-HIT MODIFIER)											
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						
Disposable Weapon:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						

BV: 112 Transport Wt: 4 tons Movement MP: 3 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY INFANTRY POINT 2

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

Heavy Burst Damage (+1D6 damage to conventional infantry).

											Armor Type: Clan Armor Kit											Divisor: 2										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
—	—	—	—	—	—	—	—	—	—	—	24	23	22	20	19	18	17	16	14	13	12	11	10	8	7	6	5	4	2	1		

*Damage is always applied in 2-point Damage Value groupings

											RANGE IN HEXES (TO-HIT MODIFIER)											
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						
Disposable Weapon:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						

BV: 112 Transport Wt: 4 tons Movement MP: 3 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY INFANTRY POINT 3

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

Heavy Burst Damage (+1D6 damage to conventional infantry).

											Armor Type: Clan Armor Kit											Divisor: 2										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
—	—	—	—	—	—	—	—	—	—	—	24	23	22	20	19	18	17	16	14	13	12	11	10	8	7	6	5	4	2	1		

*Damage is always applied in 2-point Damage Value groupings

											RANGE IN HEXES (TO-HIT MODIFIER)											
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						
Disposable Weapon:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						

BV: 112 Transport Wt: 4 tons Movement MP: 3 Type: Jump
 Movement MP: 1 Type: Foot

HEAVY INFANTRY POINT 4

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

Heavy Burst Damage (+1D6 damage to conventional infantry).

											Armor Type: Clan Armor Kit											Divisor: 2										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1			
—	—	—	—	—	—	—	—	—	—	—	24	23	22	20	19	18	17	16	14	13	12	11	10	8	7	6	5	4	2	1		

*Damage is always applied in 2-point Damage Value groupings

											RANGE IN HEXES (TO-HIT MODIFIER)											
Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—
Field Gun Type:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						
Disposable Weapon:	N/A					Ammo:N/A					Disposable Weapon:N/A					Ammo:N/A						

BV: 112 Transport Wt: 4 tons Movement MP: 3 Type: Jump
 Movement MP: 1 Type: Foot



BATTLETECH



TAURIAN CITIZENS' MILITIA RECORD SHEET

TAURIAN CITIZENS' MILITIA 1

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	8	8	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

RANGE IN HEXES (TO-HIT MODIFIER)

Field Gun Type:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A
Disposable Weapon:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A

BV: 47 Transport Wt: 3 tons Movement MP: 1 Type: Foot
 Movement MP: N/A Type: N/A

TAURIAN CITIZENS' MILITIA 2

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	8	8	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

RANGE IN HEXES (TO-HIT MODIFIER)

Field Gun Type:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A
Disposable Weapon:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A

BV: 47 Transport Wt: 3 tons Movement MP: 1 Type: Foot
 Movement MP: N/A Type: N/A

TAURIAN CITIZENS' MILITIA 3

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	8	8	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

RANGE IN HEXES (TO-HIT MODIFIER)

Field Gun Type:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A
Disposable Weapon:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A

BV: 47 Transport Wt: 3 tons Movement MP: 1 Type: Foot
 Movement MP: N/A Type: N/A

TAURIAN CITIZENS' MILITIA 4

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage* _____

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	8	8	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

RANGE IN HEXES (TO-HIT MODIFIER)

Field Gun Type:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A
Disposable Weapon:	N/A	Ammo:	N/A	Disposable Weapon:	N/A	Ammo:	N/A

BV: 47 Transport Wt: 3 tons Movement MP: 1 Type: Foot
 Movement MP: N/A Type: N/A



BATTLETECH



CAVALIER "MOUNTAIN MEN" RECORD SHEET

CAVALIER "MOUNTAIN MEN" INFANTRY GUARD 1

Armor Type: MoC Standard Infantry Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)																			21
Range Modifier	-1	0	+2	+3	—	—	—	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 36

Transport Wt: 2 tons

Movement MP: 1

Type: Foot

Movement MP: N/A

Type: N/A

CAVALIER "MOUNTAIN MEN" INFANTRY GUARD 2

Armor Type: MoC Standard Infantry Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)																			21
Range Modifier	-1	0	+2	+3	—	—	—	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 36

Transport Wt: 2 tons

Movement MP: 1

Type: Foot

Movement MP: N/A

Type: N/A

CAVALIER "MOUNTAIN MEN" INFANTRY GUARD 3

Armor Type: MoC Standard Infantry Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)																			21
Range Modifier	-1	0	+2	+3	—	—	—	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 36

Transport Wt: 2 tons

Movement MP: 1

Type: Foot

Movement MP: N/A

Type: N/A

CAVALIER "MOUNTAIN MEN" INFANTRY GUARD 4

Armor Type: MoC Standard Infantry Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	13	12	12	11	11	10	10	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	RANGE IN HEXES (TO-HIT MODIFIER)																			21
Range Modifier	-1	0	+2	+3	—	—	—	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21				

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 36

Transport Wt: 2 tons

Movement MP: 1

Type: Foot

Movement MP: N/A

Type: N/A



BATTLETECH



SKÅRET ASSASSINS RECORD SHEET

SKÅRET ASSASSINS 1

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

Armor Type: Sneak Suit (Camo/ECM/IR)																			Divisor: 1										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
Range Modifier		-2	0	0	+2	+2	+4	+4																					
Field Gun Type: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				
Disposable Weapon: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				

BV: 23 Transport Wt: 1 ton

Movement MP: 1 Type: Foot
Movement MP: N/A Type: Paratroops

SKÅRET ASSASSINS 2

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

Armor Type: Sneak Suit (Camo/ECM/IR)																			Divisor: 1										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
Range Modifier		-2	0	0	+2	+2	+4	+4																					
Field Gun Type: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				
Disposable Weapon: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				

BV: 23 Transport Wt: 1 ton

Movement MP: 1 Type: Foot
Movement MP: N/A Type: Paratroops

SKÅRET ASSASSINS 3

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

Armor Type: Sneak Suit (Camo/ECM/IR)																			Divisor: 1										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
Range Modifier		-2	0	0	+2	+2	+4	+4																					
Field Gun Type: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				
Disposable Weapon: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				

BV: 23 Transport Wt: 1 ton

Movement MP: 1 Type: Foot
Movement MP: N/A Type: Paratroops

SKÅRET ASSASSINS 4

Experience: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Max Weapon Damage*

Notes: +3 to-hit modifier to attackers if platoon doesn't move, +2 modifier to attackers if platoon expends 1 MP. Non-infantry units suffer +1/+1/+2 penalty to hit at short/medium/long ranges. Invisible to Active Probes. May use Atmospheric Drops rules.

Armor Type: Sneak Suit (Camo/ECM/IR)																			Divisor: 1										
30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
*Damage is always applied in 2-point Damage Value groupings																													
RANGE IN HEXES (TO-HIT MODIFIER)																													
Range		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21						
Range Modifier		-2	0	0	+2	+2	+4	+4																					
Field Gun Type: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				
Disposable Weapon: N/A											Ammo: N/A							Disposable Weapon: N/A							Ammo: N/A				

BV: 23 Transport Wt: 1 ton

Movement MP: 1 Type: Foot
Movement MP: N/A Type: Paratroops



BATTLETECH



JIRRF RECORD SHEET

JOHNSTON INDUSTRIES RAPID RESPONSE FORCE 1

Armor Type: Other Periphery/Generic Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 55

Transport Wt: 20 tons

Movement MP: 4

Type: Mechanized, Hover

Movement MP: N/A

Type: N/A

JOHNSTON INDUSTRIES RAPID RESPONSE FORCE 2

Armor Type: Other Periphery/Generic Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 55

Transport Wt: 20 tons

Movement MP: 4

Type: Mechanized, Hover

Movement MP: N/A

Type: N/A

JOHNSTON INDUSTRIES RAPID RESPONSE FORCE 3

Armor Type: Other Periphery/Generic Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 55

Transport Wt: 20 tons

Movement MP: 4

Type: Mechanized, Hover

Movement MP: N/A

Type: N/A

JOHNSTON INDUSTRIES RAPID RESPONSE FORCE 4

Armor Type: Other Periphery/Generic Kit

Divisor: 1

Experience: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
-	-	-	-	-	-	-	-	-	-	8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0

*Damage is always applied in 2-point Damage Value groupings

Range	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier	-1	0	0	0	+2	+2	+2	+4	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-

Field Gun Type: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

Disposable Weapon: N/A

Ammo: N/A

BV: 55

Transport Wt: 20 tons

Movement MP: 4

Type: Mechanized, Hover

Movement MP: N/A

Type: N/A



BATTLETECH™

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: YASHA VTOL

Movement Points: **Tonnage:** 30
 Cruising: 7 **Tech Base:** Inner Sphere
 Flank: 11 **Dark Age**
 Movement Type: VTOL
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C³ Slave	B	[E]	—	—	—	—
1	Heavy PPC	F	15 [DE]	3	6	12	18
1	Light Machine Gun	F	1 [DB,AI]	—	2	4	6

Ammo (CASE): (Light Machine Gun) 100

BV: 799

CREW DATA

Crew: 2
 Gunnery Skill: ___ Driving Skill: ___
 Co-Pilot Hit +1 Pilot Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

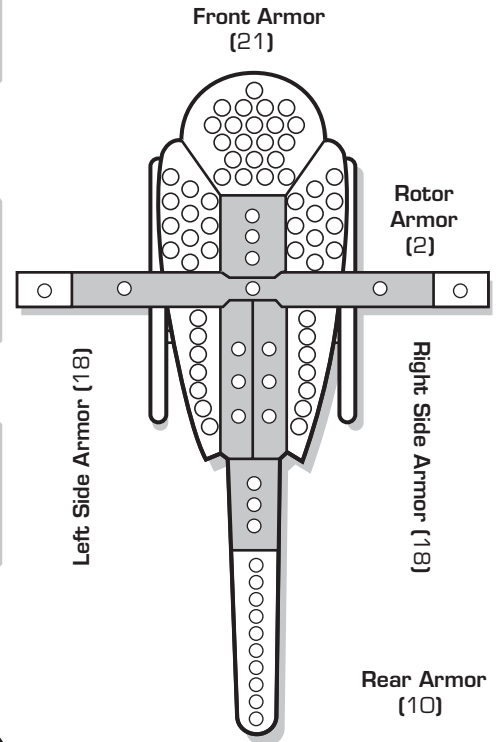
Flight Stabilizer* +3 Engine Hit
 Sensor Hits +1 +2 +3 D
 Stabilizers
 Front Left Right Rear
 *Move at Cruising speed only



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM



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BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: GIGGINS APC

Movement Points: **Tonnage:** 40
 Cruising: 6 **Tech Base:** Inner Sphere
 Flank: 9 **Dark Age**
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	B	[E]	—	—	—	6
2	Heavy Machine Gun	T	3 [DB,AI]	—	1	2	X
1	Infantry Bay (8 tons)	B	[E]	—	—	—	—

Ammo: (Heavy Machine Gun) 50

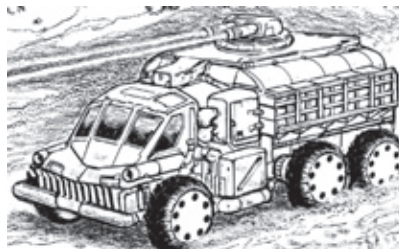
BV: 476

CREW DATA

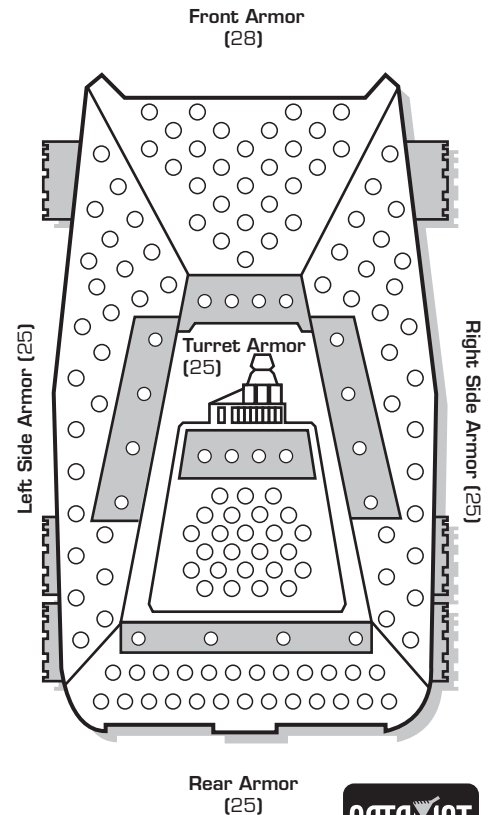
Crew: 3
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: RANGER VV1 INFANTRY FIGHTING VEHICLE

Movement Points: **Tonnage:** 45
 Cruising: 6 **Tech Base:** Inner Sphere
 Flank: 9 **Jihad**
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	F	3 [DE]	—	2	4	5
4	Light Machine Gun	T	1 [DB, AI]	—	2	4	6
1	Light Machine Gun Array	T	[T]	—	—	—	—
4	Machine Gun	T	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	T	[T]	—	—	—	—

Ammo: (Machine Gun) 200, (Light Machine Gun) 300

BV: 604

CREW DATA

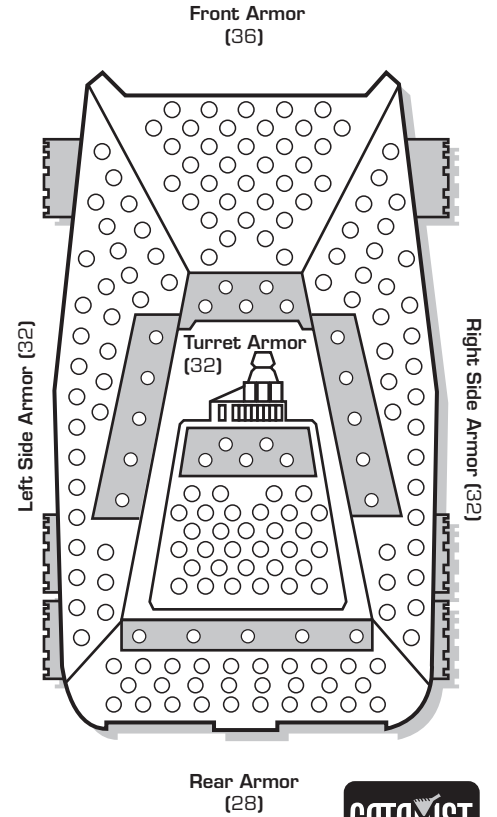
Crew: 3
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: REGULATOR II HOVER TANK

Movement Points: **Tonnage:** 50
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 **Jihad**
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB, X]	2	7	15	22

Ammo: (Gauss) 16

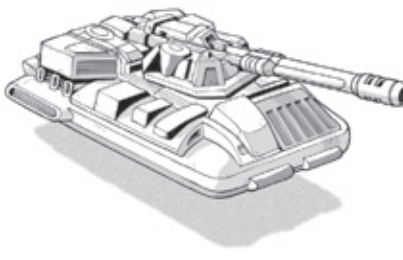
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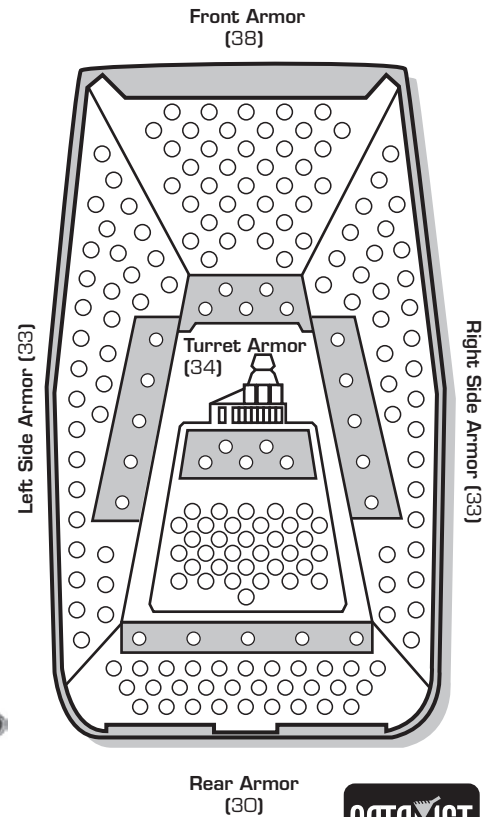
Crew: 4
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PO II HEAVY TANK

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Jihad
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	T	20/Sht [DB,R/C]	—	3	7	10
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	LRM 5	T	1/Msl [M,C,S]	3	7	14	21
2	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 5) 24, (Streak SRM 2) 50, (MG) 100,
 (Ultra AC/20) 15

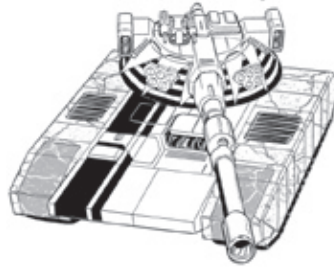
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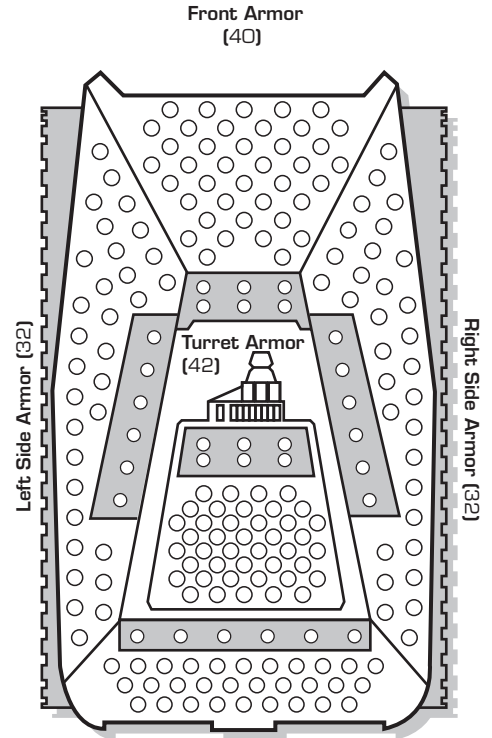
Crew: 4
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



Rear Armor (30)



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: WINSTON COMBAT VEHICLE

Movement Points: Tonnage: 70
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Dark Age
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	B	[E]	—	—	—	—
1	AMS	F	1 [DB,PD]	—	—	—	—
1	Streak SRM 6	F	2/Msl [M,C]	—	3	6	9
2	Light PPC	T	5 [DE]	3	6	12	18
2	LRM 15	T	1/Msl [M,C,S]	6	7	14	21

Ammo (CASE): (AMS) 12, (LRM 15) 24, (Streak SRM 6) 15

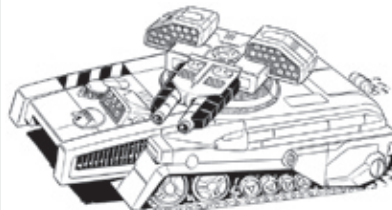
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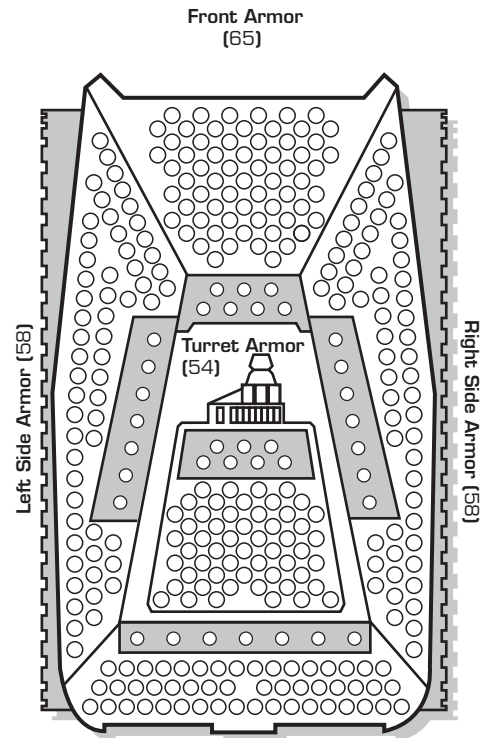
Crew: 5
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



Rear Armor (50)



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: **TRAJAN ARMORED ASSAULT FIGHTING VEHICLE**

Movement Points: **Tonnage: 85**
 Cruising: 3 **Tech Base: Inner Sphere**
 Flank: 5 **Jihad**
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C ³ Slave	B	[E]	—	—	—	—
1	Guardian ECM Suite	B	[E]	—	—	—	6
2	AMS	F	1 [DB,PD]	—	—	—	—
1	Light Machine Gun	F	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	R	1 [DB,AI]	—	2	4	6
1	ER Medium Laser	T	5 [DE]	—	4	8	12
1	Light Auto Cannon/5	T	5 [DB,S]	—	5	10	15
2	MML 7	T	[M,C,S]	—	—	—	—
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML/7 LRM) 34, (MML 7/SRM) 28, (AMS) 24
 (LAC/5) 40, (Light Machine Gun) 200

BV: 1,182

CREW DATA

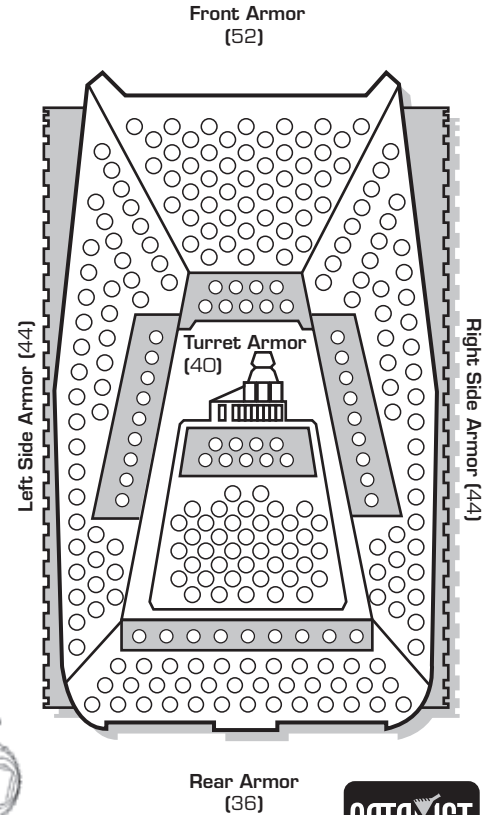
Crew: 6
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **ELDINGAR HOVER SLED**

Movement Points: **Tonnage: 50**
 Cruising: 9 **Tech Base: Clan**
 Flank: 14 **Dark Age**
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite	B	[E]	—	—	—	6
1	ATM 9	T	[M,C,S]	—	—	—	—
	Standard		2/Msl	4	5	10	15
	Extended Range		1/Msl	4	9	18	27
	High Explosive		3/Msl	—	3	6	9
3	Streak SRM 2	T	2/Msl	—	4	8	12
			[M,C]	—	—	—	—
1	Infantry Bay (5 tons)	B	[E]	—	—	—	—

Ammo (CASE): (Streak SRM 2) 50, (ATM 9) 14,
 (ATM 9 HE) 7, (ATM 9) 7

BV: 1,402

CREW DATA

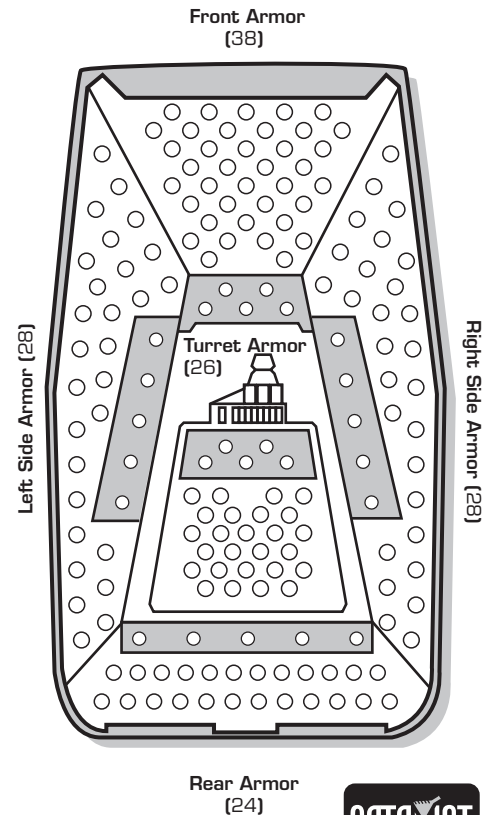
Crew: 4
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



ARMOR DIAGRAM



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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **LCT-5W2 LOCUST**

Movement Points: **Tonnage:** 20
Walking: 9 **Tech Base:** Inner Sphere
Running: 14 [18] Jihad
Jumping: 0

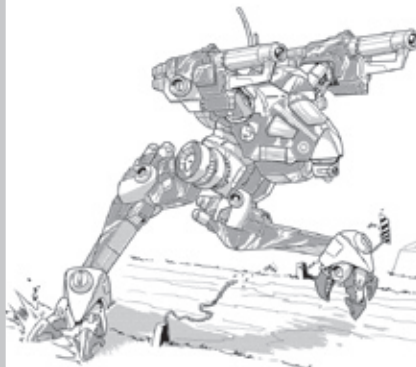
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	0 [S]	—	5	10	15
1	C ³ Slave	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

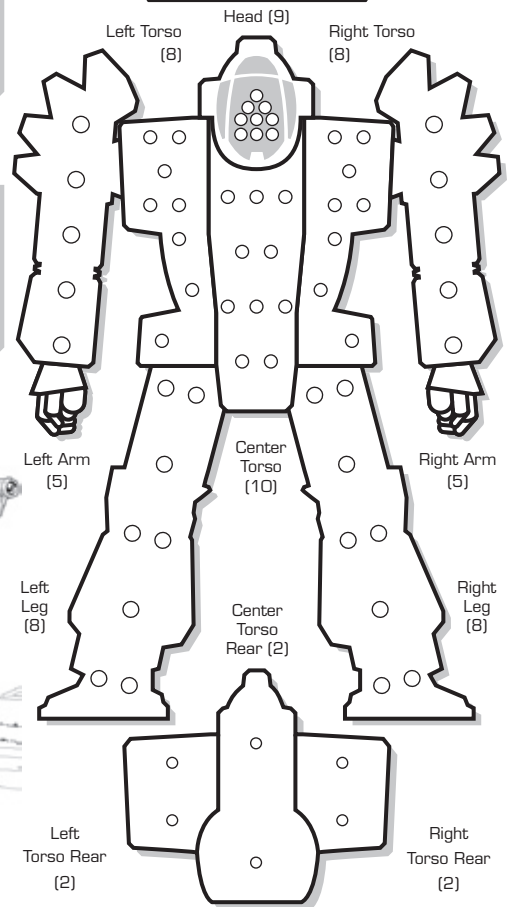
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 787

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- TAG
- MASC

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

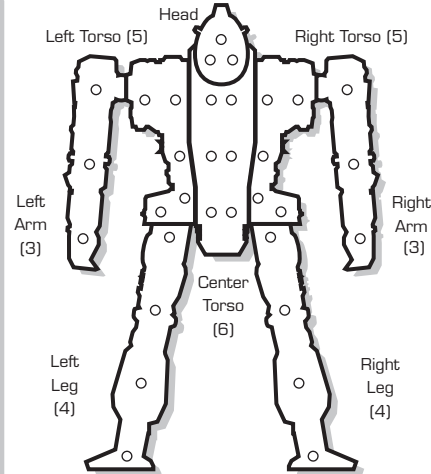
- Guardian ECM Suite
- Guardian ECM Suite
- C³ Slave
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM

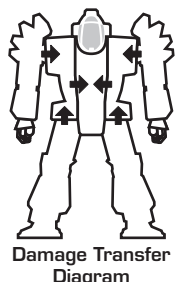


HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **STG-3P STINGER**

Movement Points: **Tonnage: 20**
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18

BV: 489

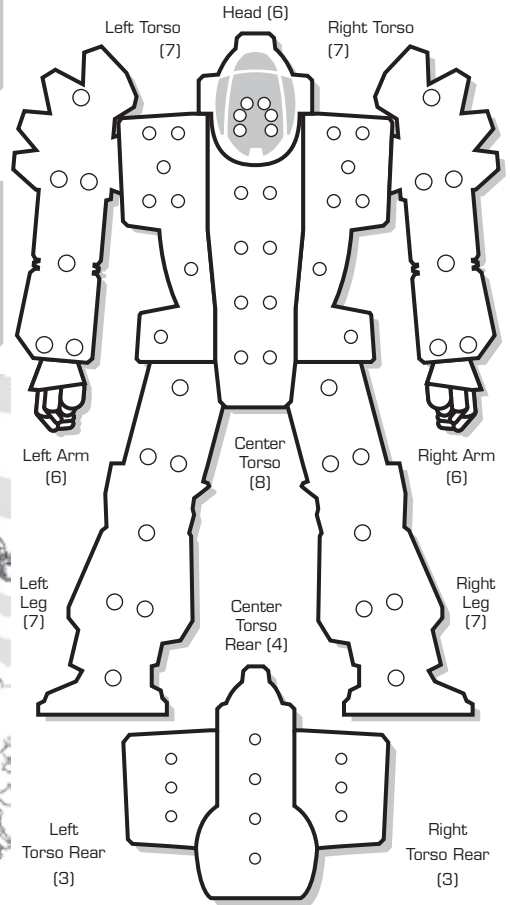
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

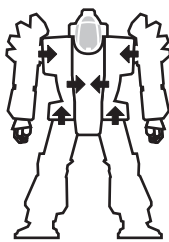
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

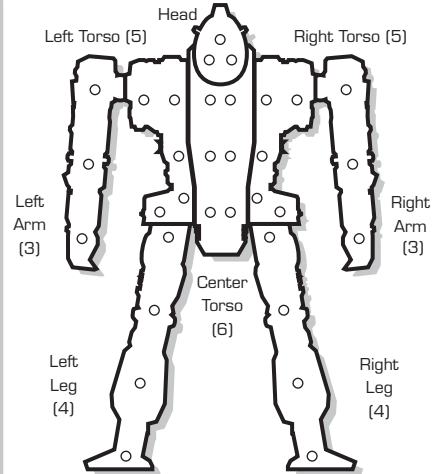
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 Single
30*		
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WSP-8T WASP

Movement Points: Tonnage: 20
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Jihad
 Jumping: 6

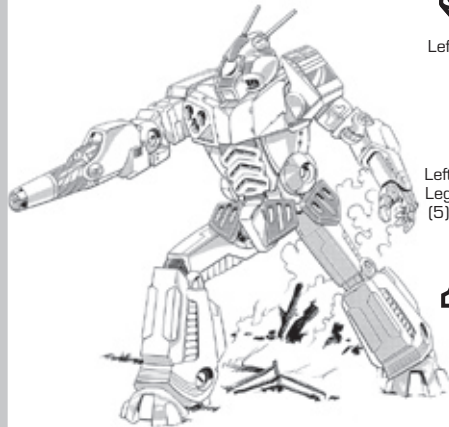
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18

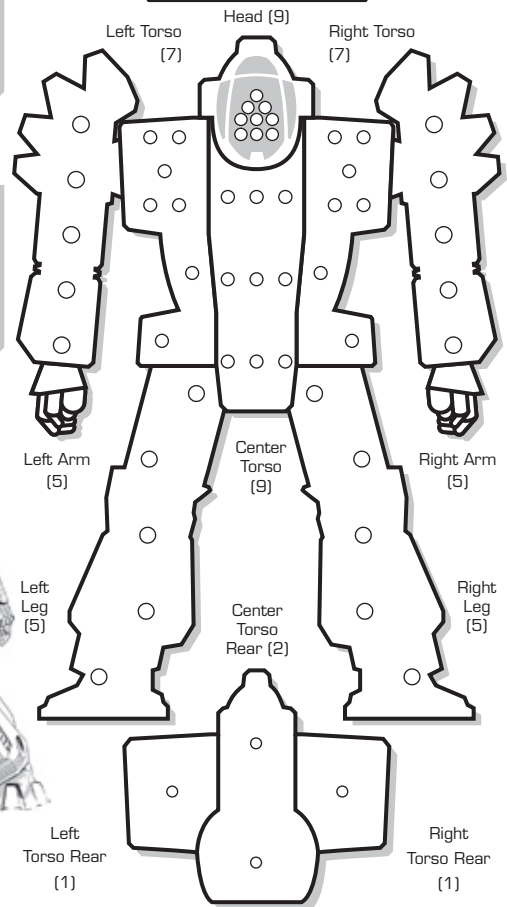
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 439

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

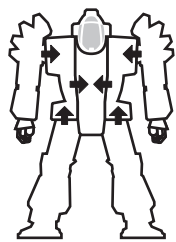
- MML 3
- MML 3
- Ammo (MML 3/LRM) 40
- Ammo (MML 3/SRM) 33
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

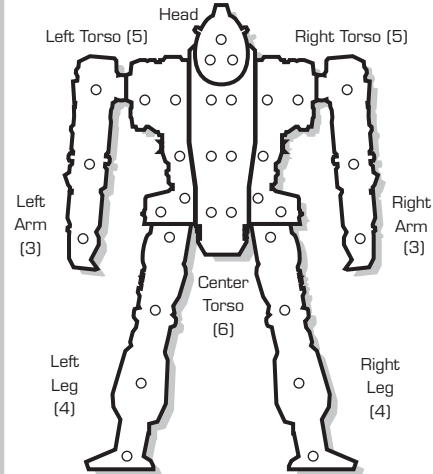
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ARBALEST

Movement Points: **Tonnage:** 25
 Walking: 5 **Tech Base:** Clan
 Running: 8 Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

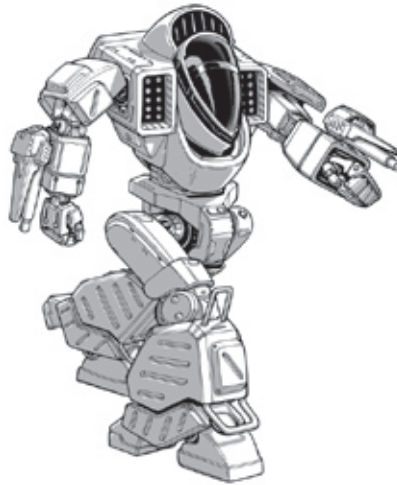
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	H	—	[E]	—	—	—	6
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 1,029

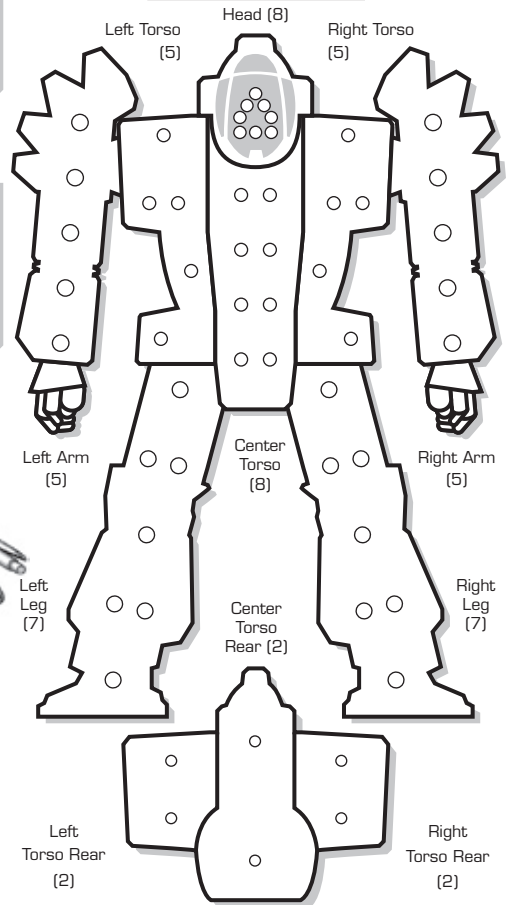
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. ER Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Torso (CASE)

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. LRM 10
 - 6. Ammo (LRM 10) 12
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ECM Suite
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3

- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

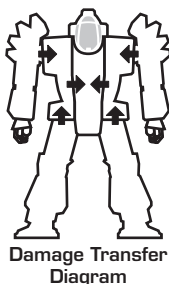
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. ER Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso (CASE)

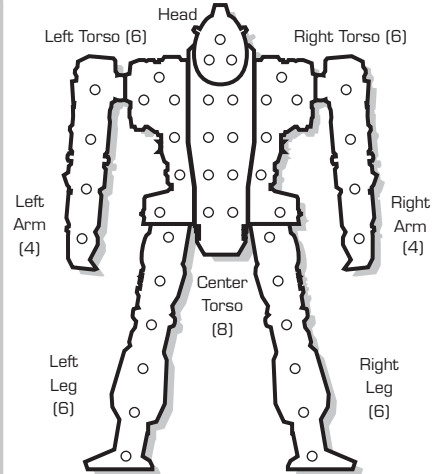
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. LRM 10
 - 6. Ammo (LRM 10) 12
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **MEB-9 EBONY**

Movement Points: **Tonnage:** 25
Walking: 10 [11] **Tech Base:** Inner Sphere
Running: 15 [17] **Dark Age**
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE,V]				

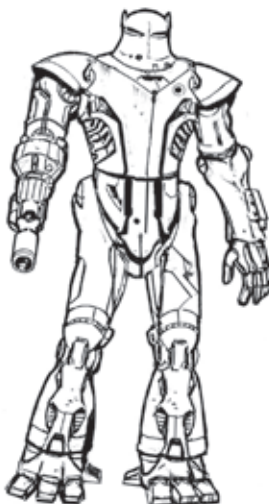
BV: 1,012

WARRIOR DATA

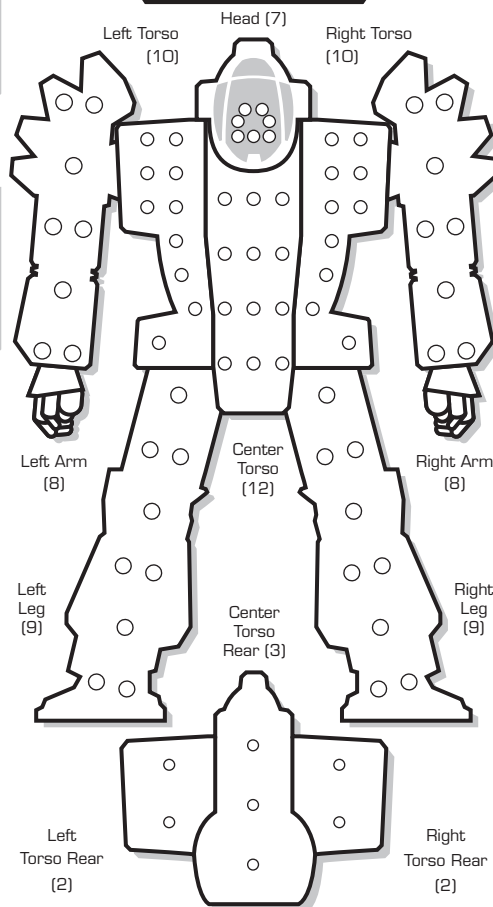
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Stealth

1-3

- Stealth
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Stealth
- Stealth
- Endo Steel

1-3

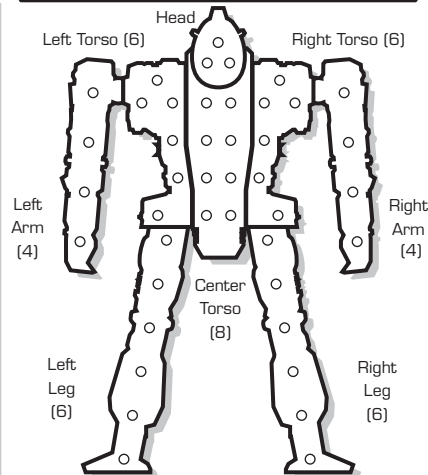
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



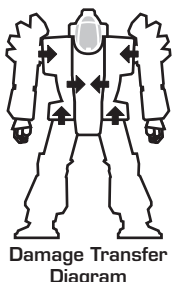
HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



Damage Transfer Diagram

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **LOCUST IIC 7**

Movement Points: **Tonnage: 25**
 Walking: 8 **Tech Base: Clan**
 Running: 12 **Jihad**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
3	AP Gauss Rifle	RA	1	3	—	3	6	9
				[DB,X,AI]				
3	AP Gauss Rifle	LA	1	3	—	3	6	9
				[DB,X,AI]				

BV: 980

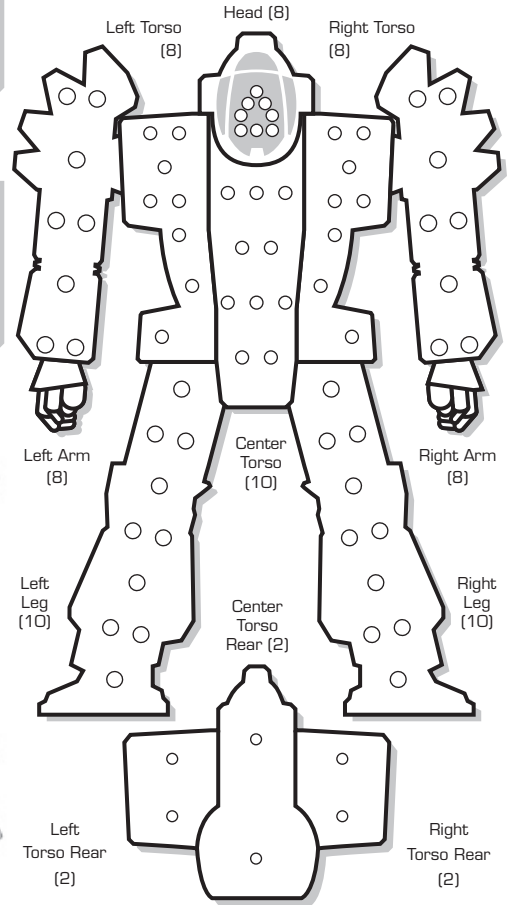
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Ammo (AP Gauss) 40
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

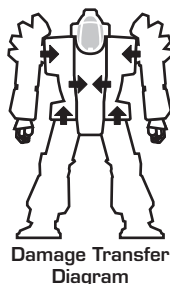
- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- Endo Steel

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

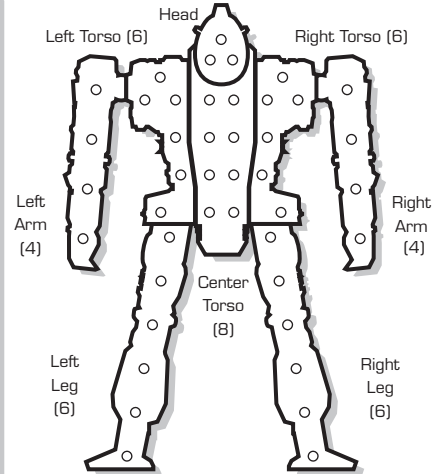
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MLR-B2 MJOLNIR

Movement Points: **Tonnage:** 25
 Walking: 6 [7] **Tech Base:** Inner Sphere
 Running: 9 [11] Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Mace	LA	—	6	—	—	—	—

BV: 655

WARRIOR DATA

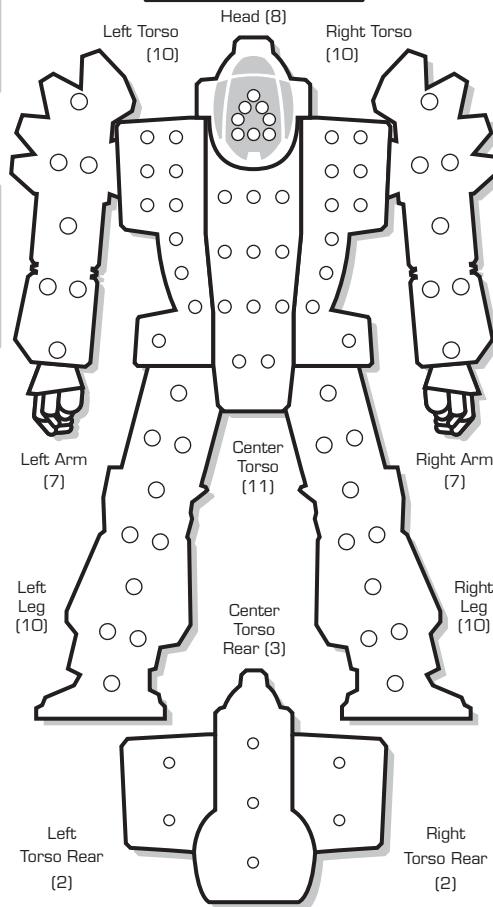
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Mace
- Mace

1-3

Mace

- Mace
- Ferro-Fibrous
- Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

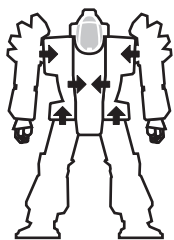
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

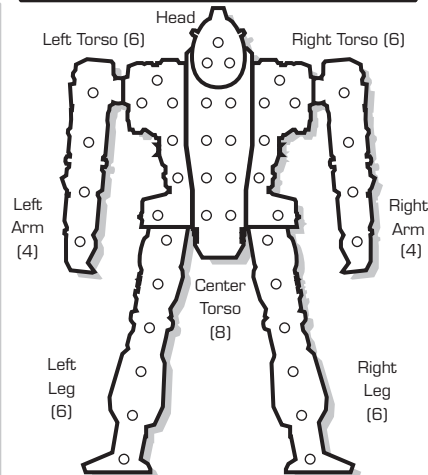
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: NX-80 NYX

Movement Points: **Tonnage:** 30
 Walking: 10 **Tech Base:** Inner Sphere
 Running: 15 Jihad
 Jumping: 0

WARRIOR DATA

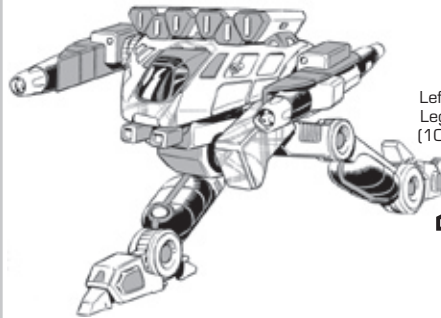
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

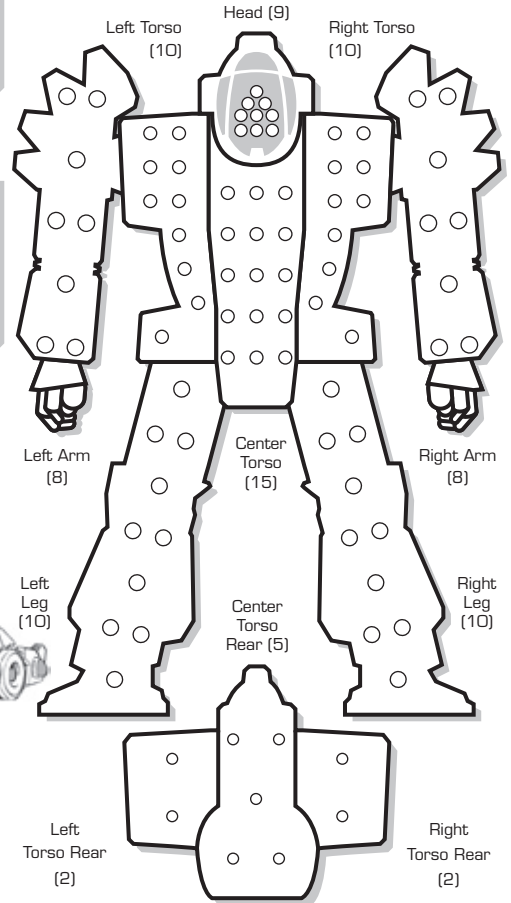
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 924



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

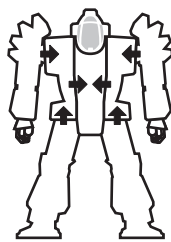
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (SRM 6) 15
- Beagle Active Probe
- Beagle Active Probe

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

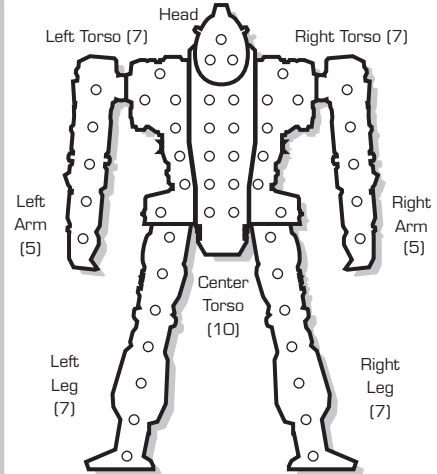
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **PACK HUNTER II**

Movement Points: **Tonnage:** 30
Walking: 7 **Tech Base:** Clan
Running: 11 Jihad
Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	[DE]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	B-Pod	RL	0	1	—	—	—	0
				[DB,PD,AI,X,OS]				
1	B-Pod	LL	0	1	—	—	—	0
				[DB,PD,AI,X,OS]				

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System

BV: 1,797

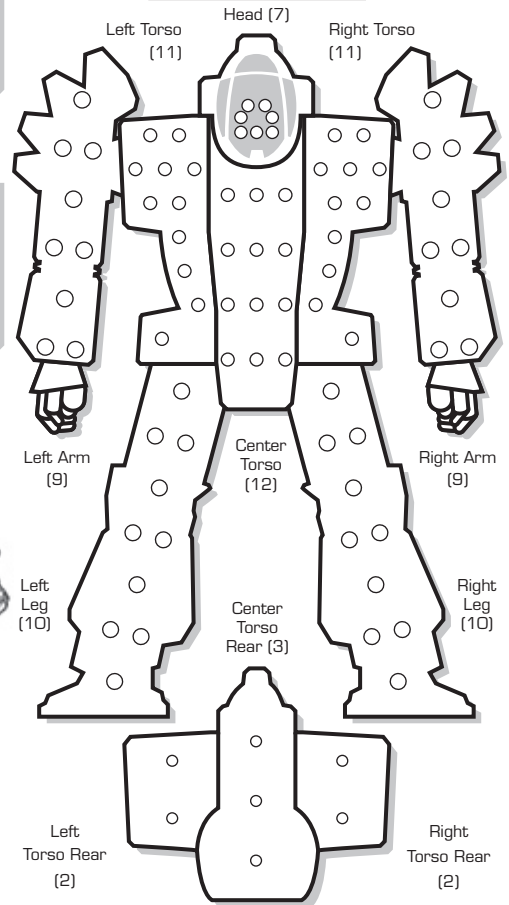
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

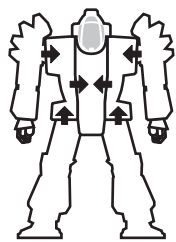
- Jump Jet
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Endo Steel

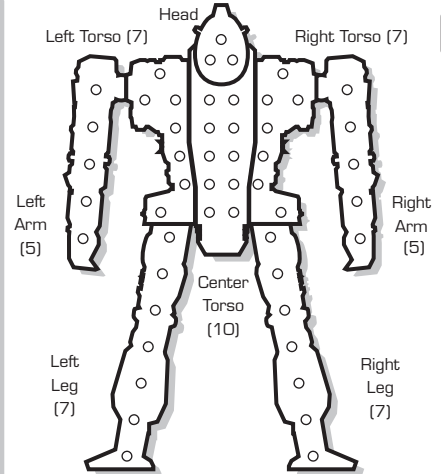
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SDR-8R SPIDER

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 Dark Age
 Jumping: 10

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

BV: 694

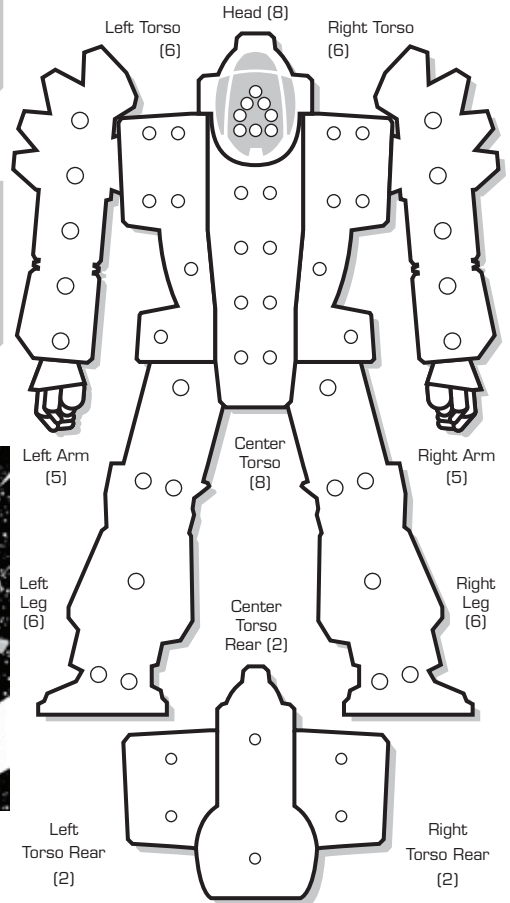
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

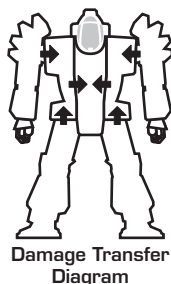
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

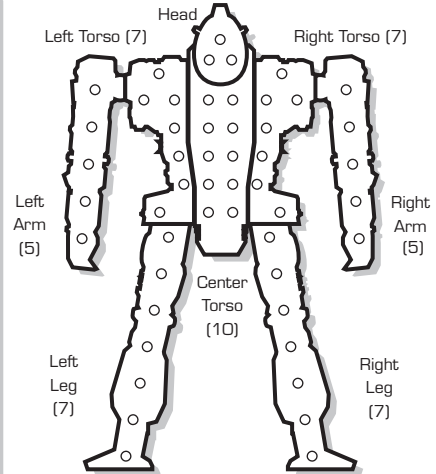
- Light Fusion Engine
 - Light Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: VLK-QT2 VALKYRIE

Movement Points: **Tonnage:** 30
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 Jihad
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C]				
1	Light PPC	RA	5	5 [DE]	3	6	12	18

BV: 863

WARRIOR DATA

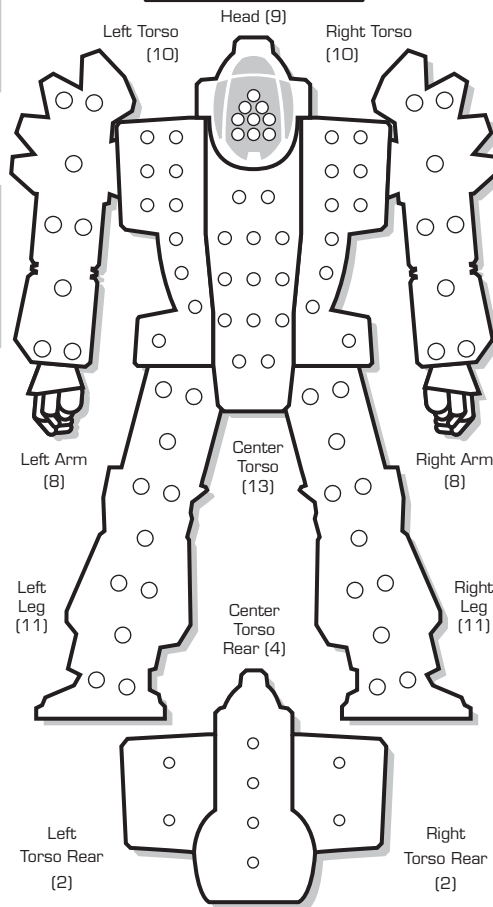
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
4. Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- Light PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

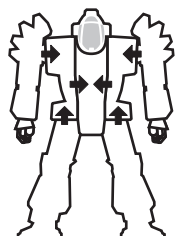
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Streak SRM 6
- Streak SRM 6
- 4-6 Ammo (Streak SRM 6) 15
- CASE
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

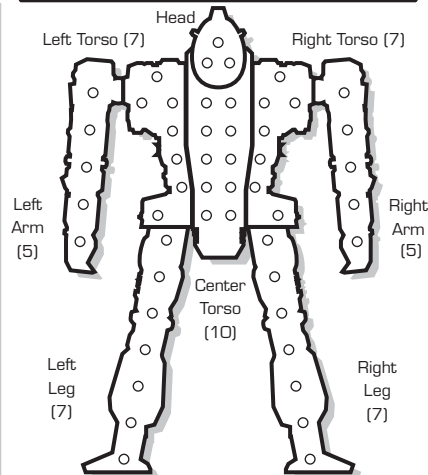
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: MORRIGAN

Movement Points: **Tonnage:** 35
 Walking: 8 **Tech Base:** Clan
 Running: 12 **Dark Age**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3	CT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 3	RT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Active Probe	LT	—	[E]	—	—	—	5
1	ATM 3	LT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15

BV: 1,523

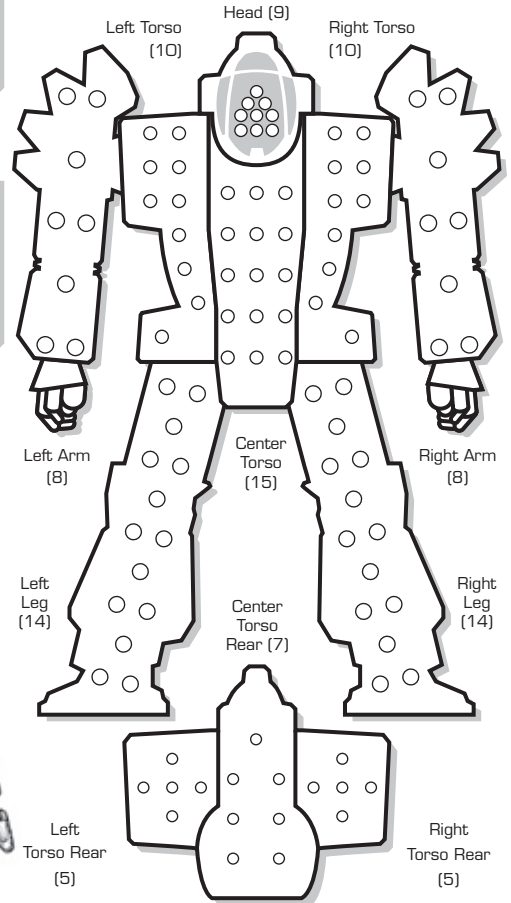
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso (CASE)

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3
- Ammo (ATM 3) 20
- Active Probe

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3
- Ammo (ATM 3 ER) 20
- Ammo (ATM 3 HE) 20

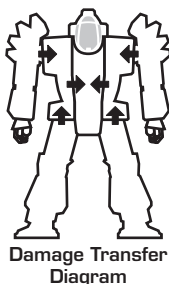
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

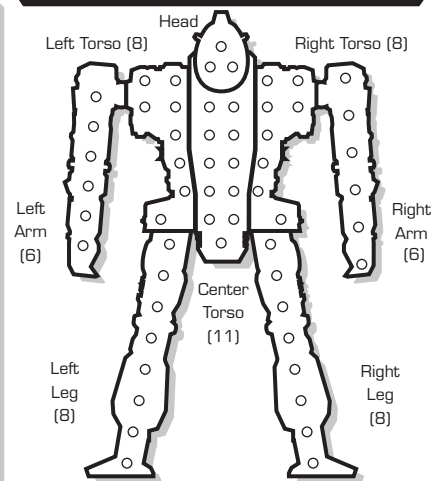
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: OTT-11J OSTSCOUT

Movement Points: Tonnage: 35
 Walking: 9 Tech Base: Inner Sphere
 Running: 14 Jihad
 Jumping: 8

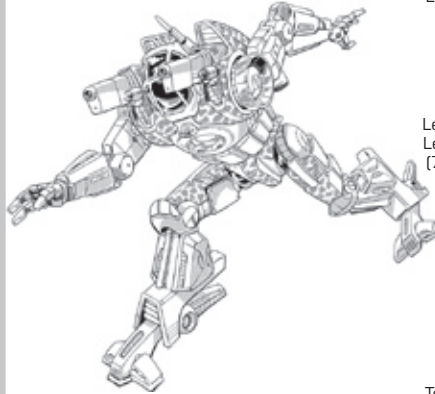
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	0 [S]	—	5	10	15
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18

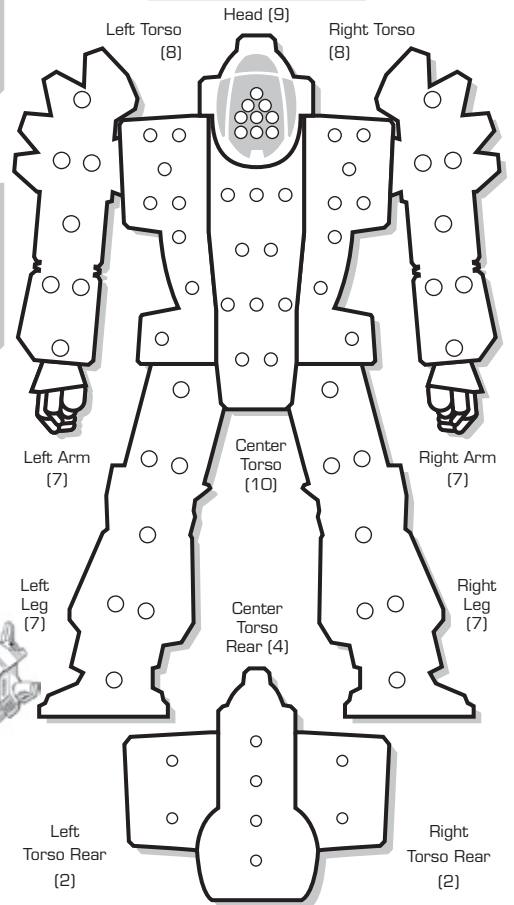
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 908

CRITICAL HIT TABLE

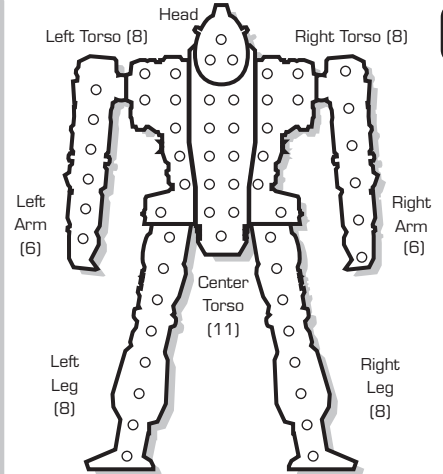
Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator	
1-3 4. Hand Actuator		4. Endo Steel		1-3 4. Hand Actuator	
5. Endo Steel		5. Sensors		5. Endo Steel	
6. Endo Steel		6. Life Support		6. Endo Steel	
Center Torso		Right Torso			
1. Ferro-Fibrous		1. Ferro-Fibrous			
2. Ferro-Fibrous		2. Ferro-Fibrous			
3. Ferro-Fibrous		3. Ferro-Fibrous			
4-6 4. Ferro-Fibrous		4-6 4. Ferro-Fibrous			
5. Ferro-Fibrous		5. Ferro-Fibrous			
6. Ferro-Fibrous		6. Ferro-Fibrous			
Left Torso		Center Torso		Right Torso	
1. XL Fusion Engine		1. Gyro		1. XL Fusion Engine	
2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine	
3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine	
1-3 4. Jump Jet		1-3 4. Gyro		1-3 4. Jump Jet	
5. Jump Jet		5. Gyro		5. Jump Jet	
6. Jump Jet		6. Gyro		6. Jump Jet	
Left Leg		Right Leg			
1. Hip		1. Hip			
2. Upper Leg Actuator		2. Upper Leg Actuator			
3. Lower Leg Actuator		3. Lower Leg Actuator			
4-6 4. Foot Actuator		4-6 4. Foot Actuator			
5. Endo Steel		5. Endo Steel			
6. Endo Steel		6. Endo Steel			

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PNT-13K PANTHER

Movement Points: **Tonnage:** 35
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 Jihad
 Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LT	3	2/Msl	—	3	6	9
				[M,C,S]				
1	Plasma Rifle	RA	10	10	—	5	10	15
				[DE,H,AI]				

BV: 996

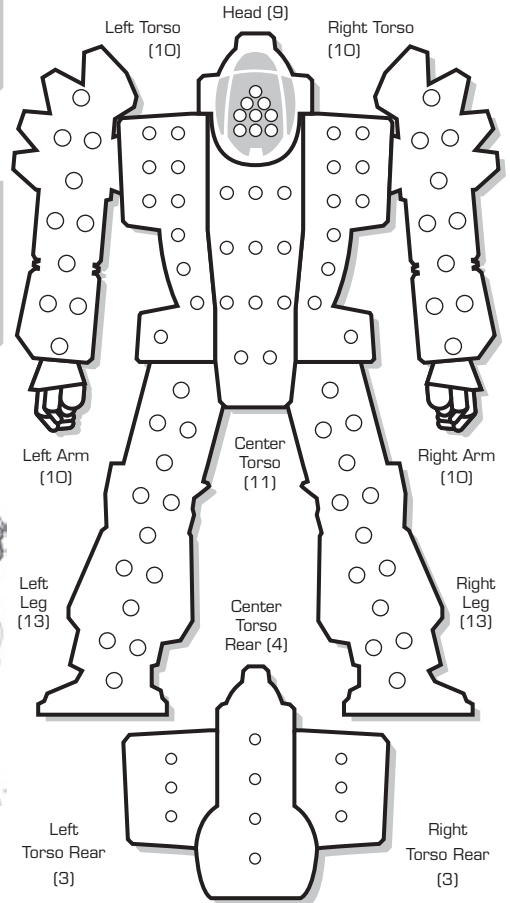
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- SRM 4
- Ammo (SRM 4) 25
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

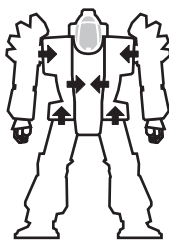
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle
- Plasma Rifle

Right Torso

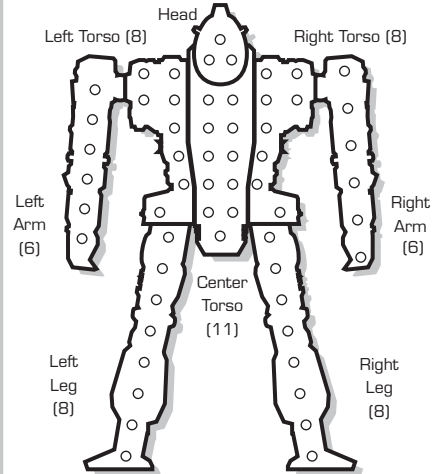
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ammo (Plasma Rifle) 10
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **PARASH**

Movement Points: **Tonnage:** 35
Walking: 7 **Tech Base:** Clan
Running: 11 **Dark Age**
Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	TAG	LA	0	0 [S]	—	5	10	15

BV: 1,300

WARRIOR DATA

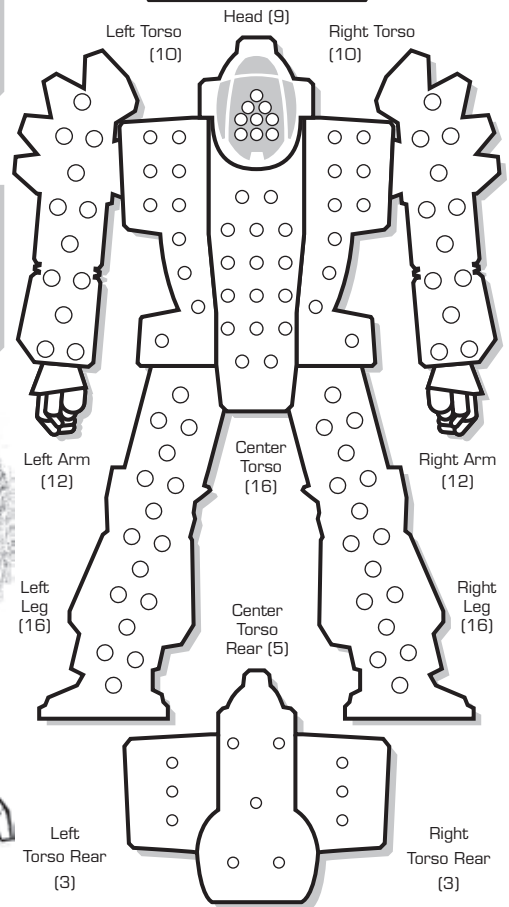
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ECM Suite
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Active Probe

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Center Torso

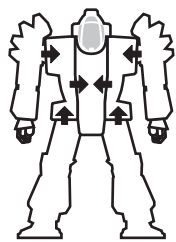
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

4-6

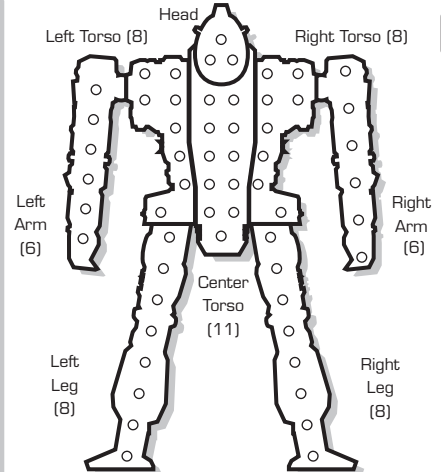
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **WLF-5 WOLFHOUND**

Movement Points: **Tonnage: 35**
 Walking: 7 **Tech Base: Inner Sphere**
 Running: 11 [14] **Jihad**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15

BV: 1,290

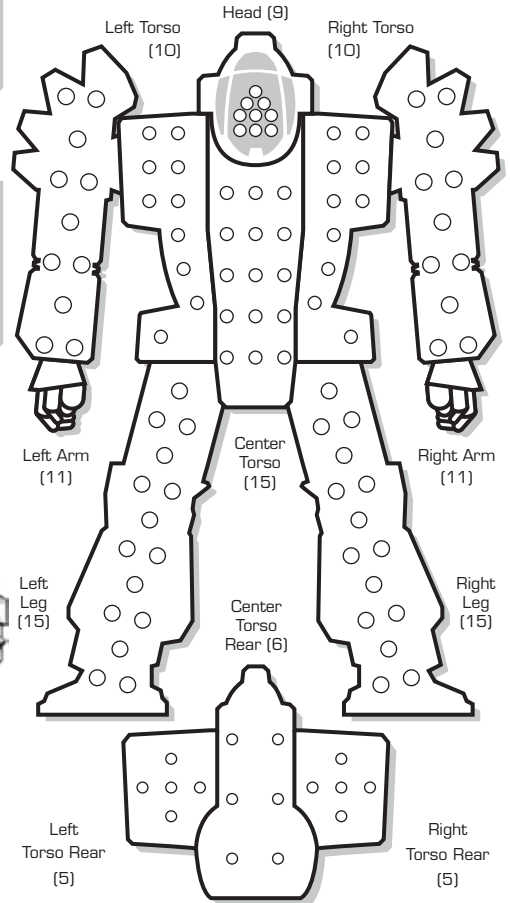
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light PPC
- Light PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

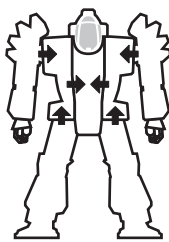
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

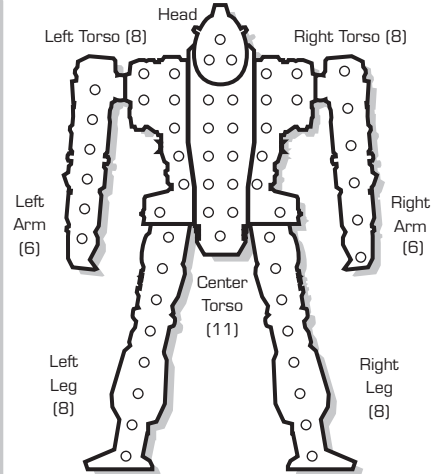
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **GRIFFIN IIC 6**

Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Clan
Running: 8 Jihad
Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3	RT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 3	LT	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—

BV: 1,468

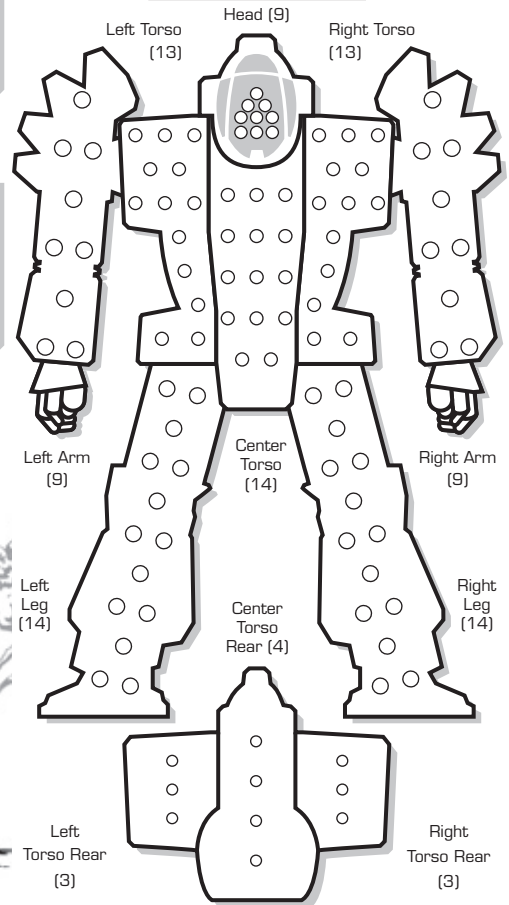
WARRIOR DATA

Name: _____
Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



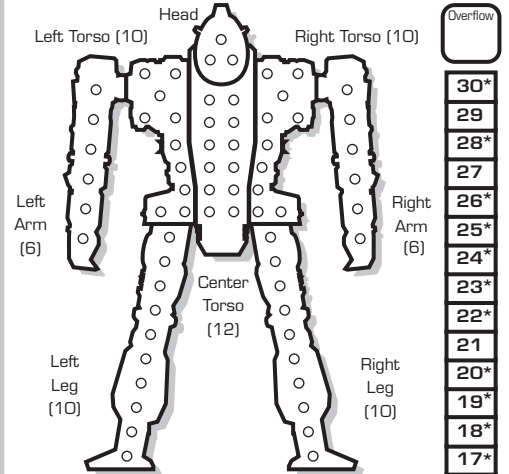
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Double Heat Sink Double Heat Sink <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Heavy Large Laser Heavy Large Laser Heavy Large Laser ATM 3 ATM 3 Targeting Computer <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Double Heat Sink Double Heat Sink <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet <p>1-3</p> <ol style="list-style-type: none"> ATM 3 ATM 3 Ammo (ATM 3) 20 Ammo (ATM 3 ER) 20 Ammo (ATM 3 HE) 20 Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet
---	--	--

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TRG-1N TARGE

Movement Points: **Tonnage:** 40
 Walking: 8 **Tech Base:** Inner Sphere
 Running: 12 [16] Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	2 [DE]	—	2	4	5
1	MRM 10	RT	4	1/Msl	—	3	8	15
				[M,C]				
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5

BV: 813

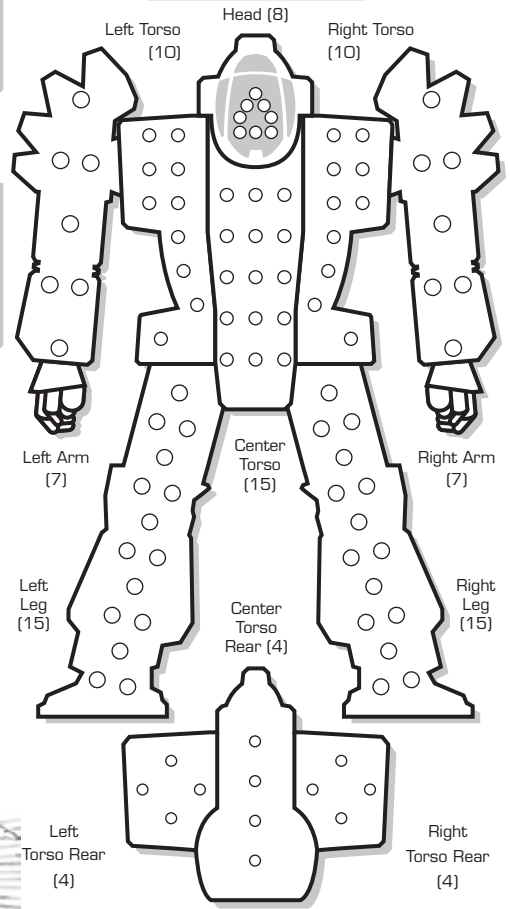
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Heavy Ferro-Fibrous
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

- 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Small Laser
- 1-3 4. MASC
- 5. MASC
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Roll Again
- 6. Roll Again

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4-6 4. Light Fusion Engine
- 5. ER Small Laser
- 6. Heavy Ferro-Fibrous

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Heavy Ferro-Fibrous
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

- 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4-6 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

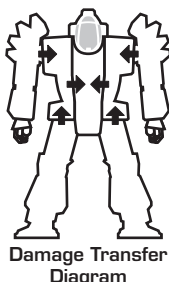
Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Small Laser
- 1-3 4. MRM 20
- 5. MRM 20
- 6. Ammo (MRM 20) 24

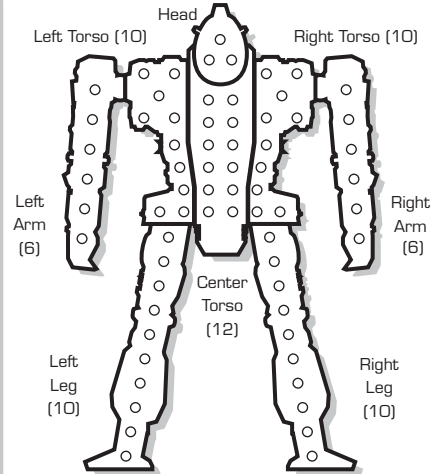
- 1. CASE
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: EFT-7X EISENFAUST

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Med. Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Plasma Rifle	LT	10	10	—	5	10	15
[DE,H,A]								
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

BV: 1,203

WARRIOR DATA

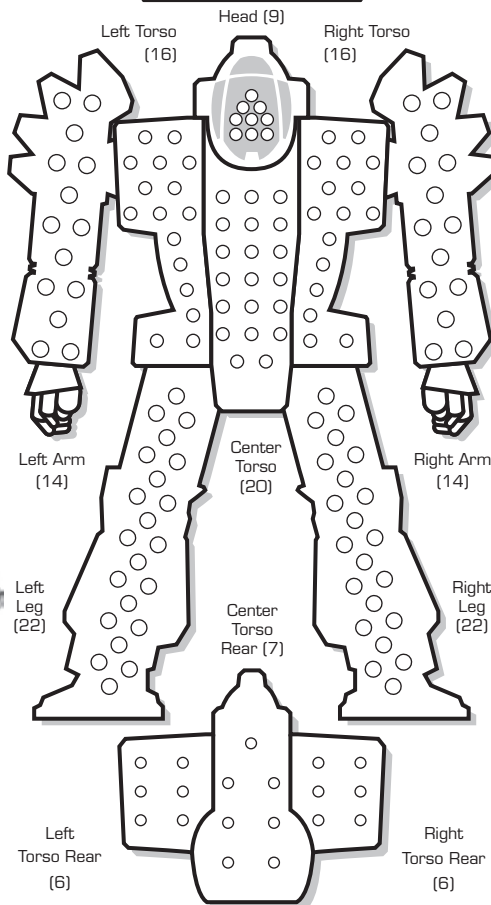
Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- 4-6 ER Large Laser
- ER Small Laser
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Plasma Rifle
- Plasma Rifle
- 4-6 Ammo (Plasma) 10
- Ammo (Plasma) 10
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

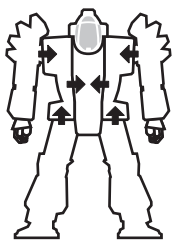
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Sensors
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Roll Again
- Roll Again

Right Torso

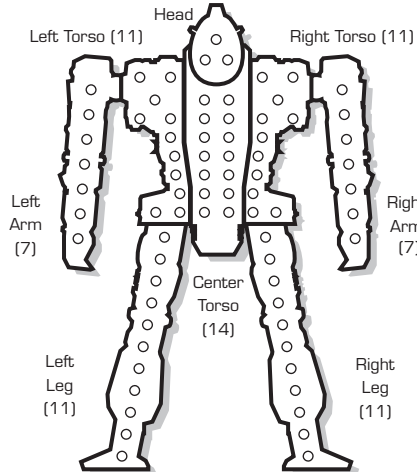
- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **GOSHAWK II**

Movement Points: **Tonnage: 45**
 Walking: 7 **Tech Base: Clan**
 Running: 11 **Dark Age**
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	H	1	3 [P]	—	1	2	3
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Small Pulse Laser	LT	2	3 [P]	—	2	4	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Micro Pulse Laser	RA	1	3 [P]	—	1	2	3
3	Micro Pulse Laser	LA	1	2 [P]	—	1	2	3
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

BV: 1,849

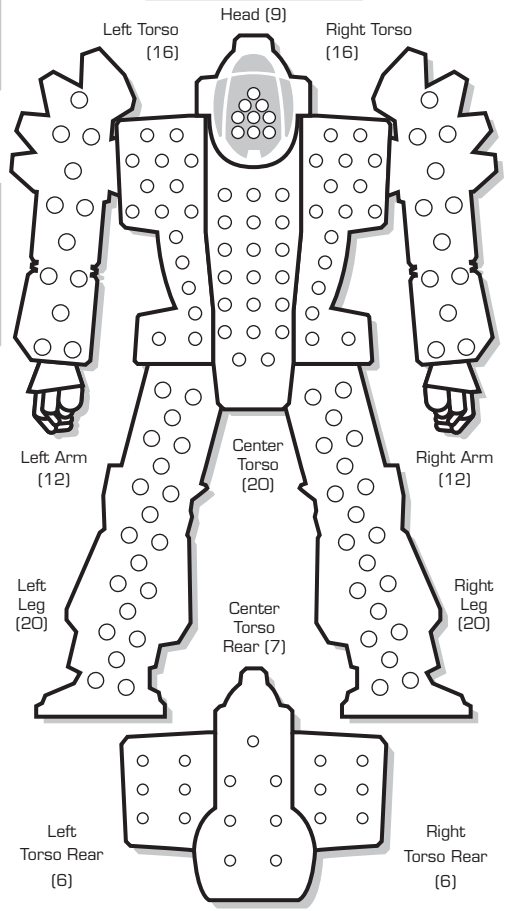
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Micro Pulse Laser

- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Small Pulse Laser

- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Micro Pulse Laser

- Micro Pulse Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

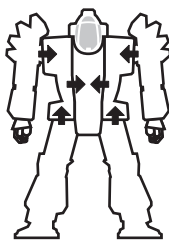
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- ECM Suite

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

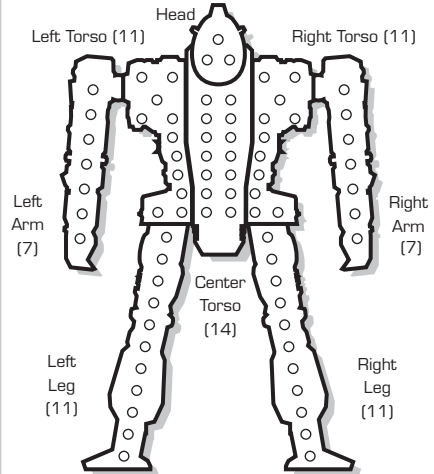
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HCT-7S HATCHETMAN

Movement Points: Tonnage: 45
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	9	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,243

WARRIOR DATA

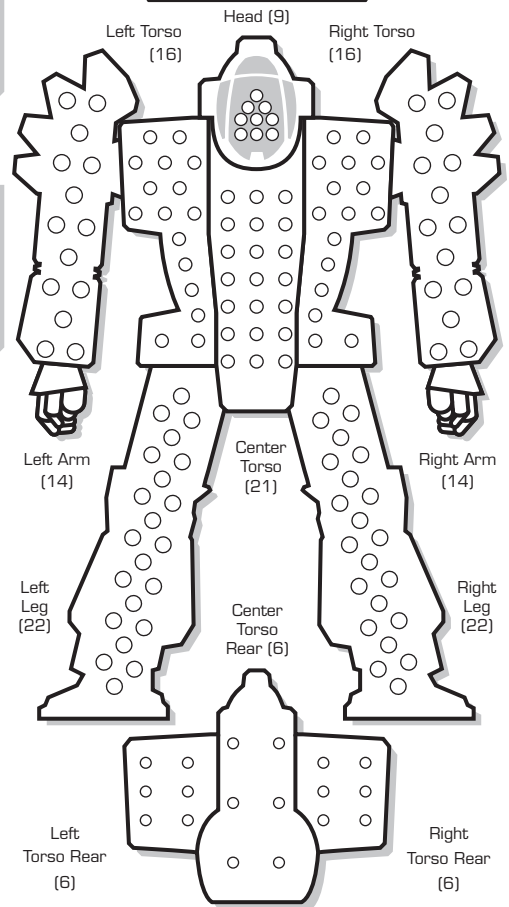
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM Suite

1-3

- Guardian ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Ferro-Fibrous

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Hatchet

1-3

- Hatchet
- Hatchet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 9
- MML 9
- MML 9
- MML 9

1-3

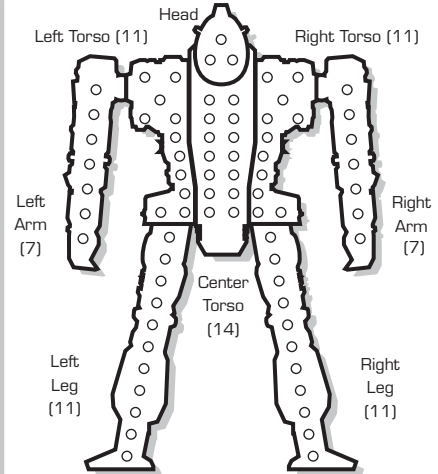
- MML 9
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- Ammo (MML 9/SRM) 11
- CASE
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM

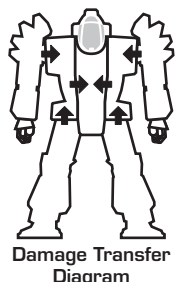


HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○



BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: PXH-5L PHOENIX HAWK

Movement Points: **Tonnage:** 45
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

BV: 1,589

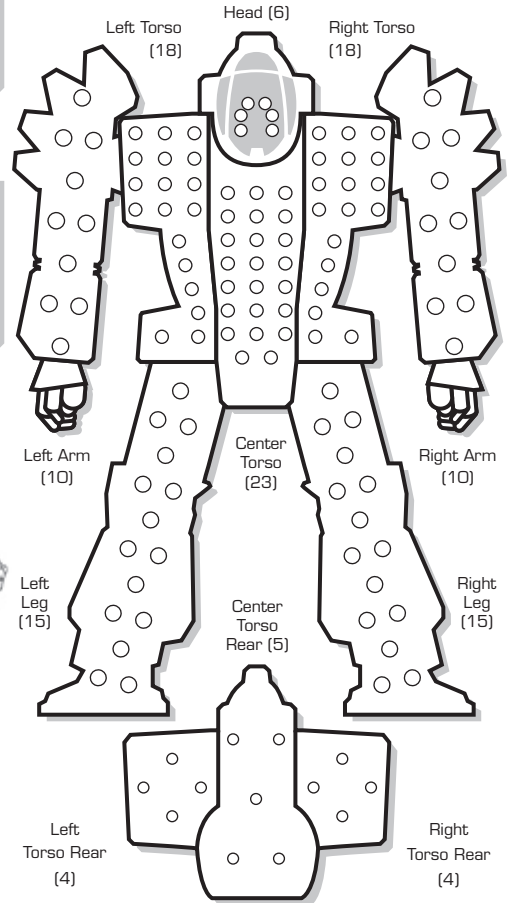
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

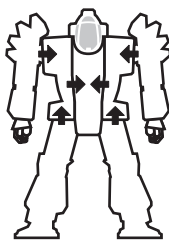
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Endo Steel
- Endo Steel

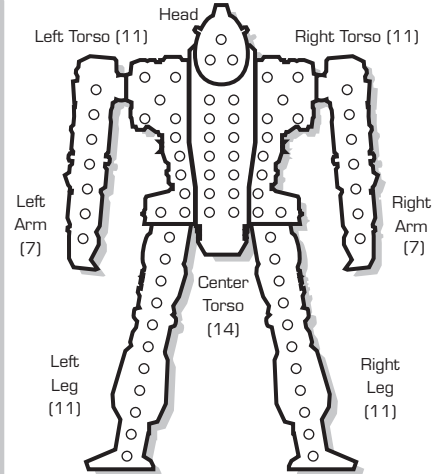
1-3

- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **SHADOW HAWK IIC 7**

Movement Points: Tonnage: 45
 Walking: 5 Tech Base: Clan
 Running: 8 Jihad
 Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Liquid Storage (1 ton)	RT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Liquid Storage (1 ton)	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Med. Pulse Laser	RA	4	7 [P]	—	4	8	12

BV: 1,999

WARRIOR DATA

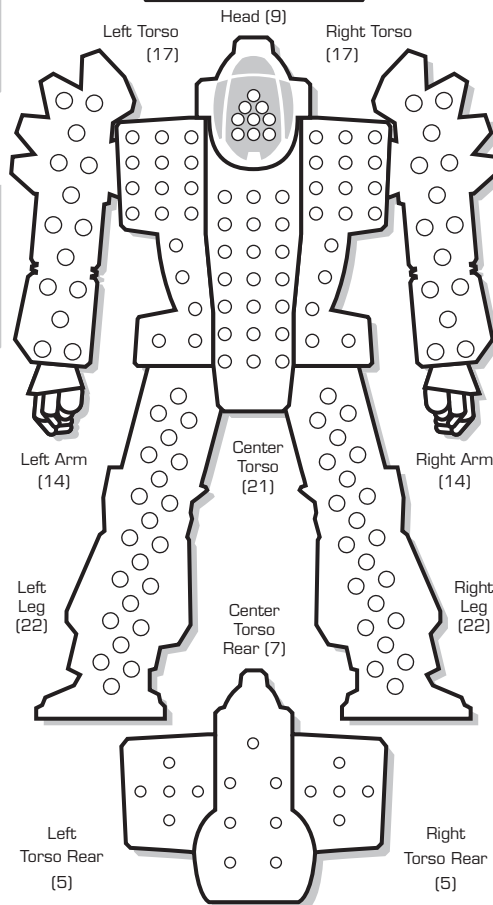
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved Jump Jet
- Ammo (ATM 6) 10
- Ammo (ATM 6 ER) 10
- Ammo (ATM 6 HE) 10
- Liquid Storage [1 ton]

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

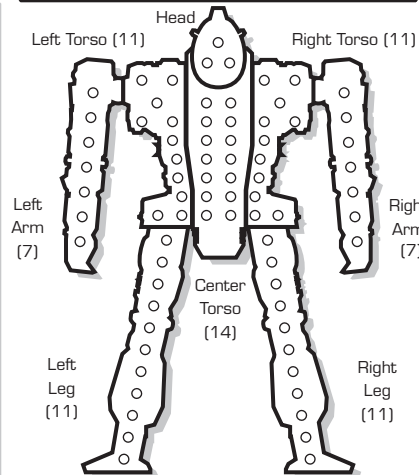
- ATM 6
- ATM 6
- ATM 6
- ER Large Laser
- Liquid Storage [1 ton]
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM

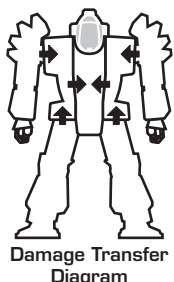


HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **GST-10 GHOST**

Movement Points: **Tonnage: 50**
 Walking: 6 **Tech Base: Inner Sphere**
 Running: 9 **Jihad**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

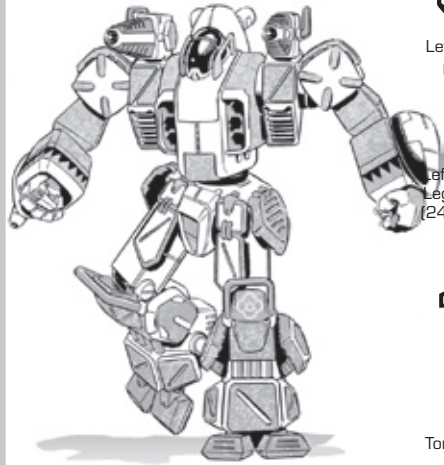
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	MML 3	LT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RA	—	[E]	—	—	—	6
1	Beagle Active Probe	LA	—	[E]	—	—	—	4

BV: 1,353

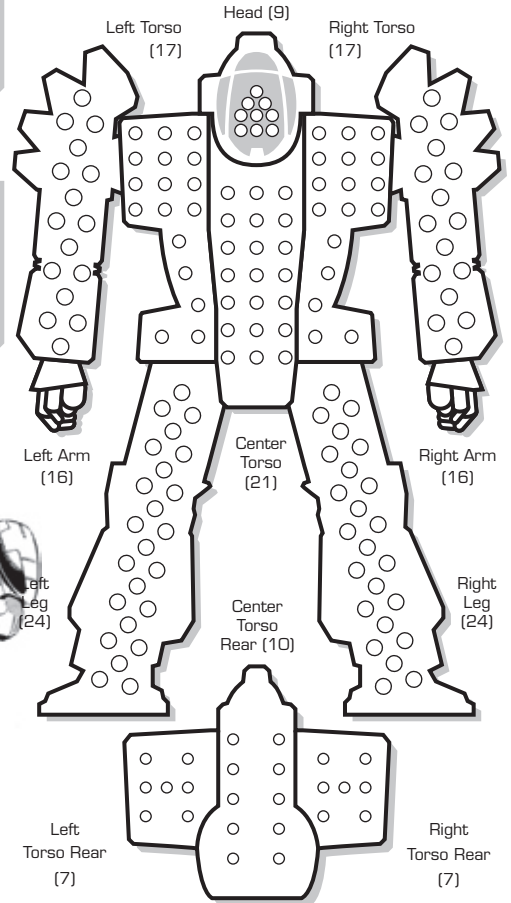
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Beagle Active Probe
 - 3. Beagle Active Probe
 - 4. Stealth
 - 5. Stealth
 - 6. Roll Again
- 4-6

Left Torso

- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Light PPC
 - 5. Light PPC
 - 6. MML 3
- 1-3
- 1. MML 3
 - 2. Ammo (MML 3/LRM) 40
 - 3. Stealth
 - 4. Stealth
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth
- 6. Stealth

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. XL Fusion Engine
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. ER Medium Laser
 - 3. Guardian ECM Suite
 - 4. Guardian ECM Suite
 - 5. Stealth
 - 6. Stealth
- 4-6

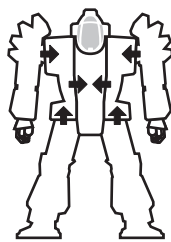
Right Torso

- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Light PPC
 - 5. Light PPC
 - 6. MML 3
- 1-3
- 1. MML 3
 - 2. Ammo (MML 3/SRM) 33
 - 3. Stealth
 - 4. Stealth
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Leg

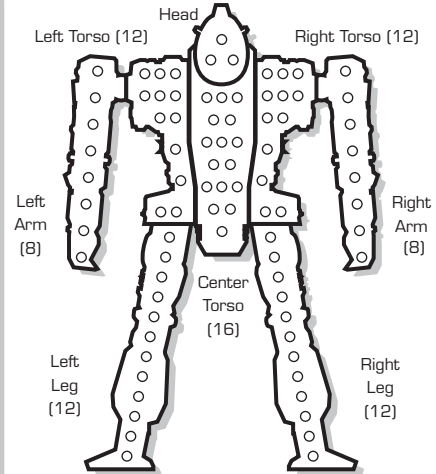
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth
- 6. Stealth

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **SKW-2F SHOCKWAVE**

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Dark Age**
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl	6	7	14	21
	w/Artemis IV FCS			[M,C,S]				
1	Rotary AC/5	RT	1	5/Sht	—	5	10	15
				[D,V,R,C]				
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19

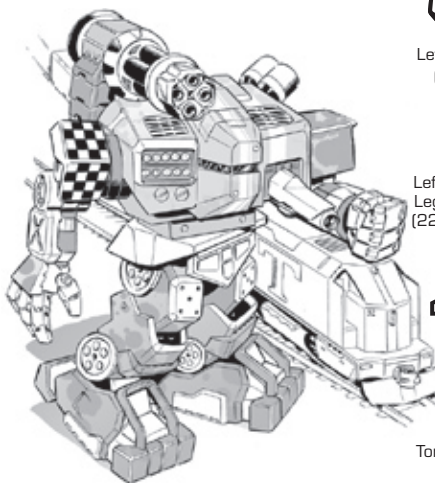
BV: 1,453

WARRIOR DATA

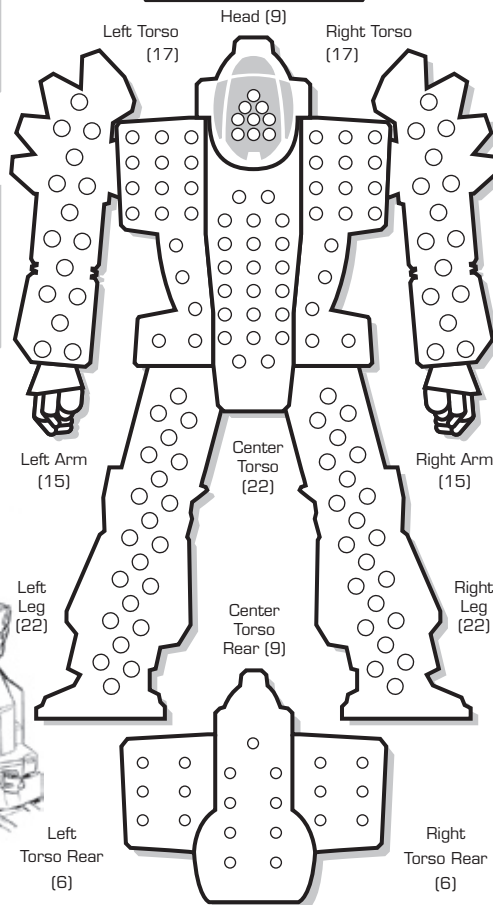
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

Center Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20

Right Torso

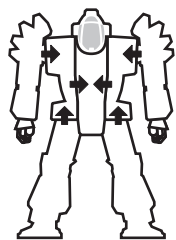
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Rotary AC/5
- Rotary AC/5
- Rotary AC/5

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

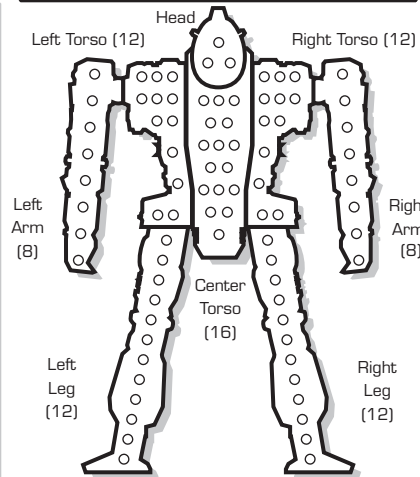
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **URSUS II**

Movement Points:
 Walking: 4
 Running: 6
 Jumping: 6

Tonnage: 50
Tech Base: Clan
 Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Med. Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Streak SRM 6	CT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 10 w/Artemis IV FCS	LA	4	1/Msl [M,C,S]	—	7	14	21
1	ECM Suite	RT	—	[E]	—	—	—	6

BV: 2,069

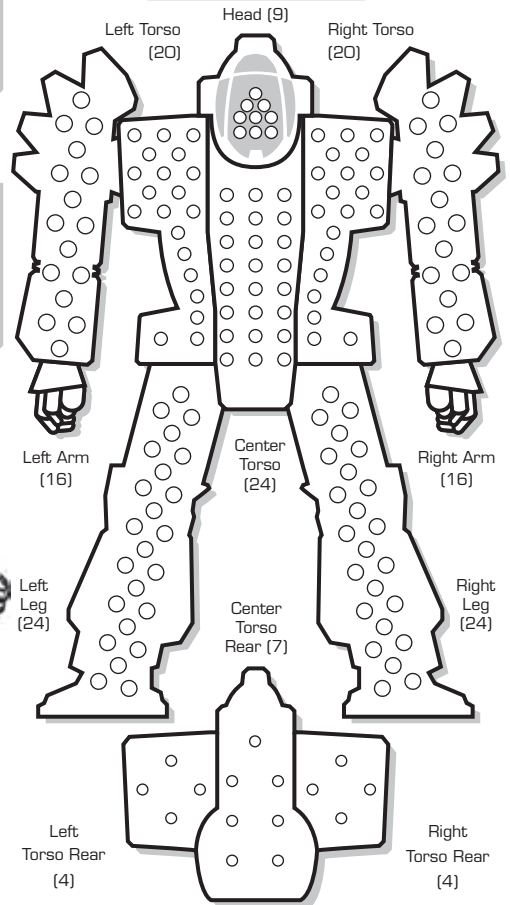
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- Double Heat Sink
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- ER Small Laser
- Ammo (LRM 10) 12
- Ammo (Streak SRM 6) 15
- Endo Steel

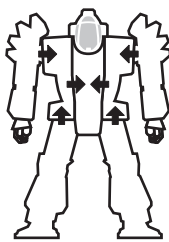
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Right Leg

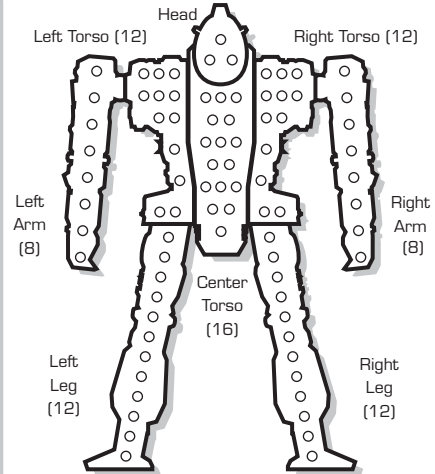
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- ER Small Laser
- ECM Suite
- Endo Steel
- Endo Steel

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	13 (26) Double
29	Ammo Exp. avoid on 8+	○○○○○
28*	Shutdown, avoid on 10+	○○○○○
27	-5 Movement Points	○○○○○
26*	+4 Modifier to Fire	○○○○○
25*	Ammo Exp. avoid on 6+	○○○○○
24*	Shutdown, avoid on 8+	○○○○○
23*	-4 Movement Points	○○○○○
22*	Ammo Exp. avoid on 4+	○○○○○
21	Shutdown, avoid on 6+	○○○○○
20*	+3 Modifier to Fire	○○○○○
19*	-3 Movement Points	○○○○○
18*	Shutdown, avoid on 4+	○○○○○
17*	+2 Modifier to Fire	○○○○○
16	-2 Movement Points	○○○○○
15*	+1 Modifier to Fire	○○○○○
14*	-1 Movement Points	○○○○○
13*		○○○○○
12		○○○○○
11		○○○○○
10*		○○○○○
9		○○○○○
8*		○○○○○
7		○○○○○
6		○○○○○
5*		○○○○○
4		○○○○○
3		○○○○○
2		○○○○○
1		○○○○○
0		○○○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 (26) Double
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **DARK CROW**

Movement Points: **Tonnage: 55**
 Walking: 6 **Tech Base: Clan**
 Running: 9 **Dark Age**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
1	Ultra AC/5	LA	1	5/Sht [DB,R,C]	—	7	14	21

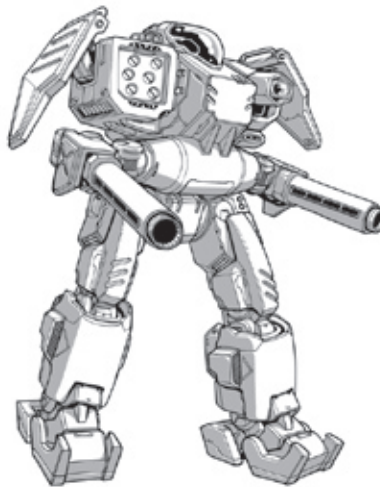
BV: 1,594

WARRIOR DATA

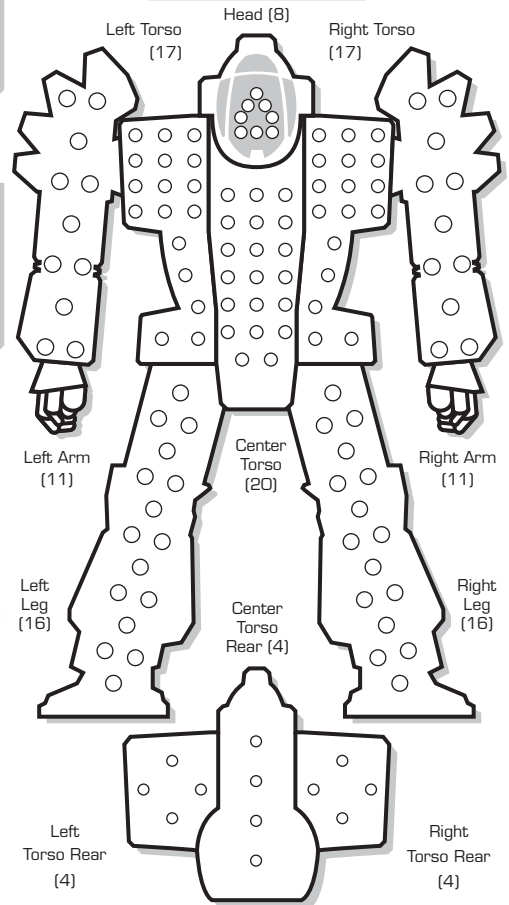
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

1-3

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- 1-3 Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- Endo Steel

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- 1-3 Ammo (SRM 6) 15
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

- Endo Steel
- Roll Again
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

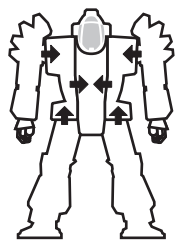
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

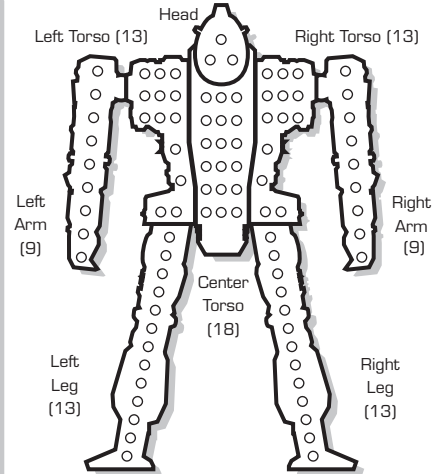
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **OSP-26 OSPREY**

Movement Points: **Tonnage:** 55
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 Jihad
Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Beagle Active Probe	RA	—	[E]	—	—	—	4
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

BV: 1,541

WARRIOR DATA

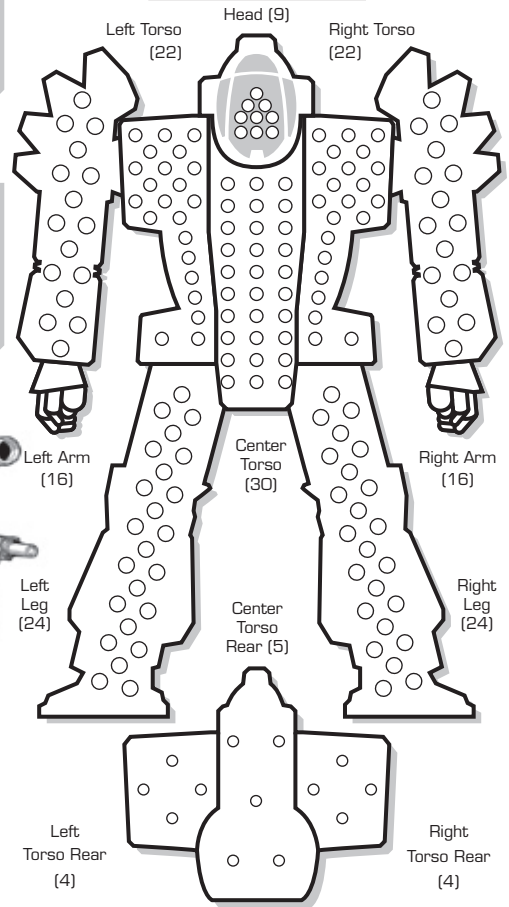
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - 1-3 Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser

- ER Small Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

- #### Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 XL Fusion Engine
 - Jump Jet
 - MML 7
 - MML 7

- MML 7
- MML 7
- 4-6 Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- Ammo (Gauss) 8
- CASE

- #### Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

Head

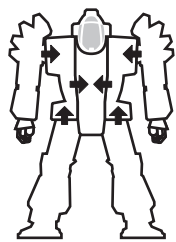
- Life Support
- Sensors
- Cockpit
- Endo Steel
- 5 Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 2 XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

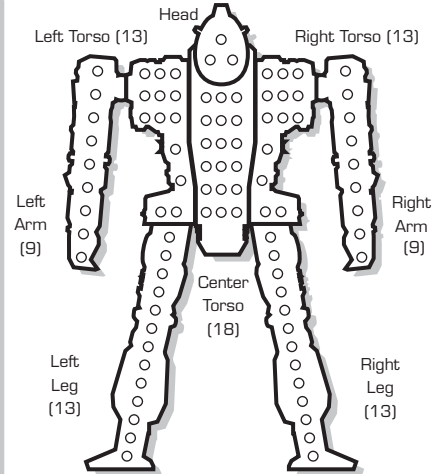
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Jump Jet
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SCP-10M SCORPION

Movement Points: Tonnage: 55
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	LRM 10	LT	4	1/Msl	6	7	14	21

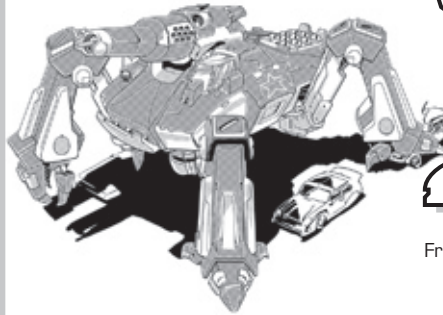
[M,C,S]

BV: 1,458

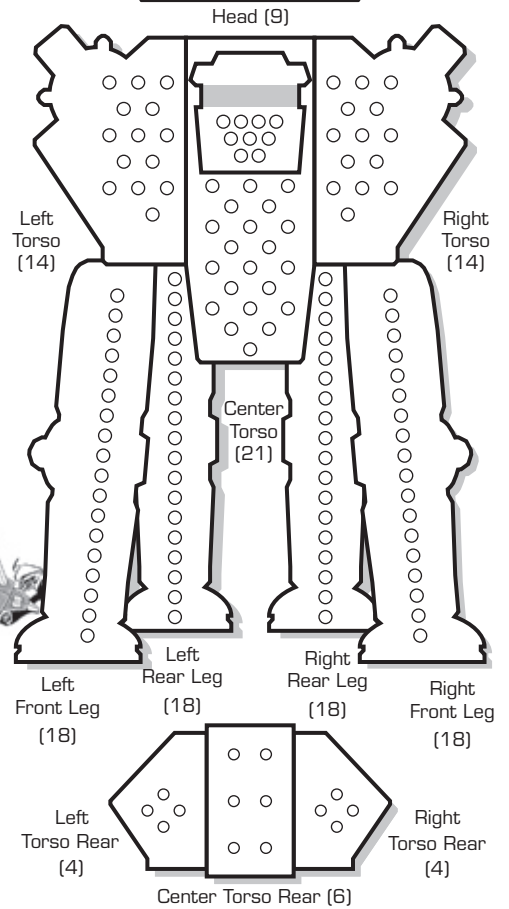
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Right Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Center Torso

1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Gyro
 5. XL Gyro
 6. XL Gyro
- 1-3
1. XL Gyro
 2. XL Gyro
 3. XL Gyro
 4. XL Fusion Engine
 5. XL Fusion Engine
 6. XL Fusion Engine
- 4-6

Left Torso

1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. LRM 10
 5. LRM 10
 6. Ammo (LRM 10) 12
- 1-3
1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Roll Again
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Rear Leg

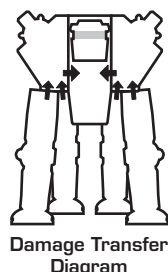
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Right Torso

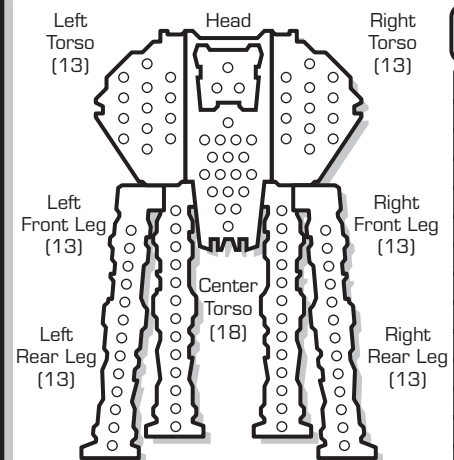
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Heavy PPC
 5. Heavy PPC
 6. Heavy PPC
- 1-3
1. Heavy PPC
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Roll Again
- 4-6

Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Scale	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SHD-12C SHADOW HAWK

Movement Points: Tonnage: 55
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Jihad
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having Full-Head Ejection System.

BV: 1,574

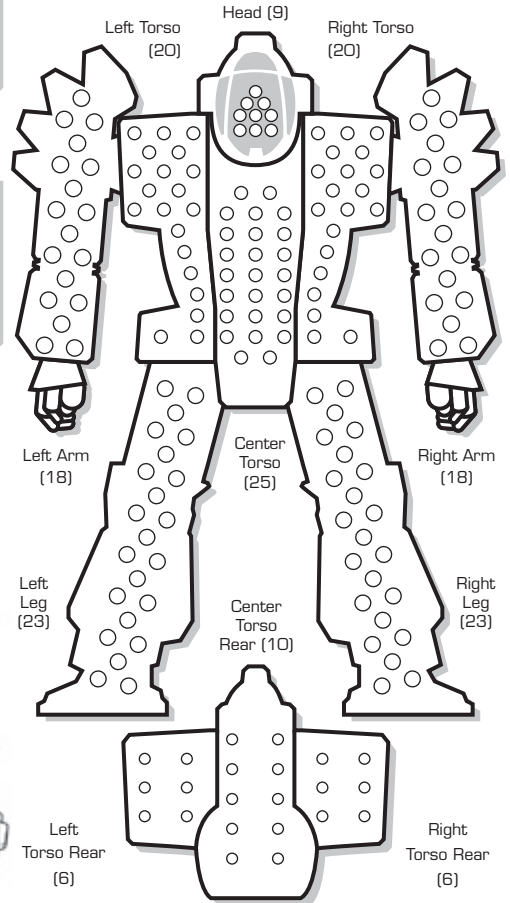
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Heavy PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

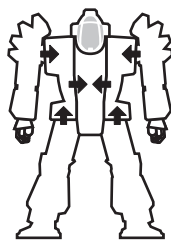
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Right Torso

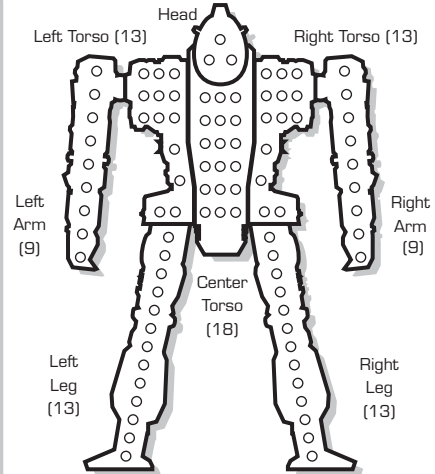
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7

- MML 7
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- CASE
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Scale	Overflow
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **TFT-A9 THUNDER FOX**

Movement Points: **Tonnage:** 55
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 Jihad
Jumping: 3

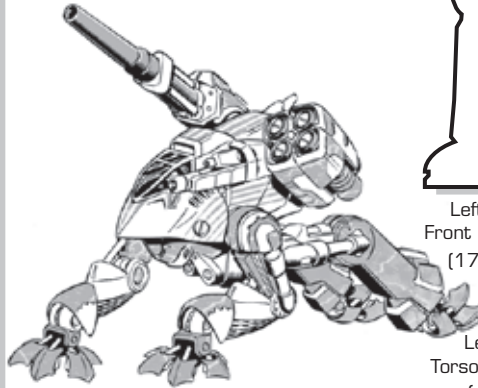
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5

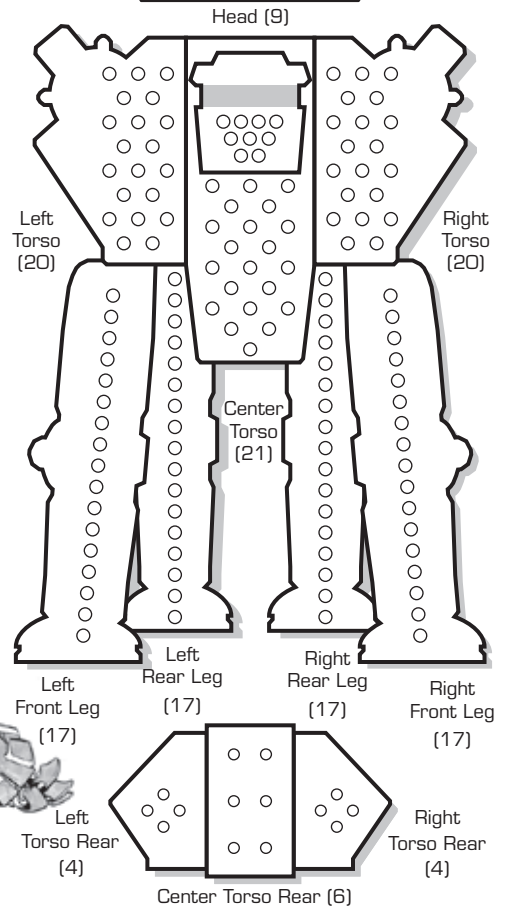
BV: 1,325

WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Front Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Center Torso

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Jump Jet
 6. Light Ferro-Fibrous
- 4-6

Left Torso

1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. ER Large Laser
 5. ER Large Laser
 6. Streak SRM 4
- 1-3
1. ER Small Laser
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Rear Leg

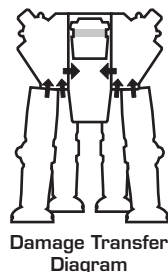
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Light Ferro-Fibrous

Right Torso

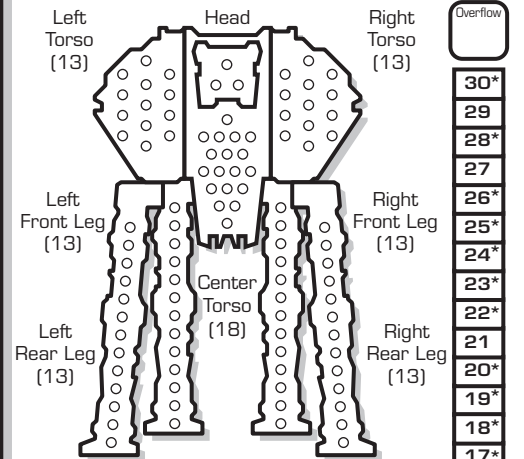
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Light Gauss Rifle
 5. Light Gauss Rifle
 6. Light Gauss Rifle
- 1-3
1. Light Gauss Rifle
 2. Light Gauss Rifle
 3. Streak SRM 4
 4. Ammo (Light Gauss) 16
 5. CASE
 6. Roll Again
- 4-6

Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Heat Sink
30*	Overflow
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BRM-5A BRAHMA

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Jihad
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	H	1	1 [DB,PD]	—	—	—	—
1	Lt. Auto Cannon/5	RT	1	5 [DB,S]	—	5	10	15
1	Streak SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C]				
1	Targeting Computer	LT	—	[E]	—	—	—	—
3	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Flamer	LA	3	2	—	1	2	3
				[DE,H,A]				

BV: 1,572

WARRIOR DATA

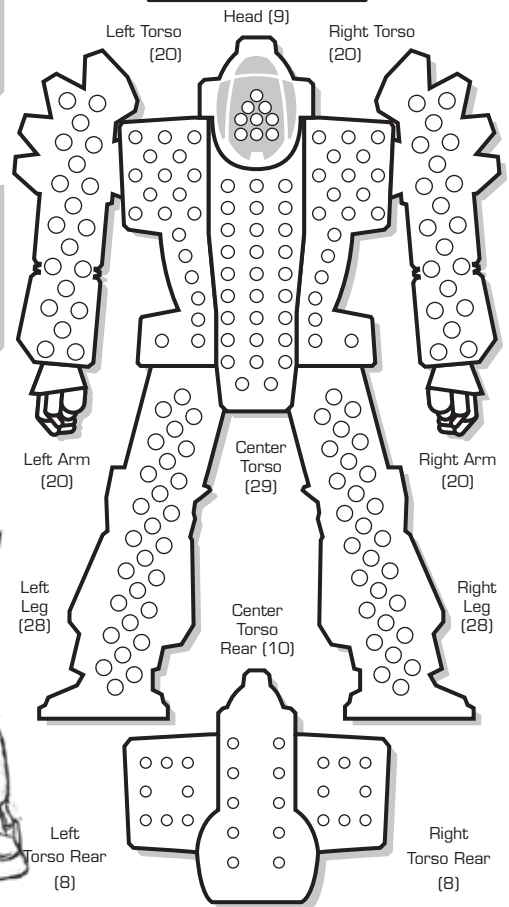
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Targeting Computer
- Targeting Computer
- CASE
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

Center Torso

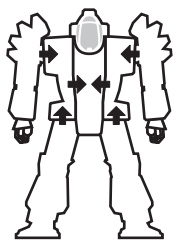
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (AMS) 12

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

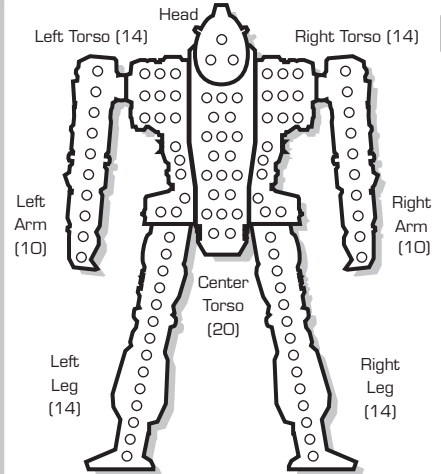
- Jump Jet
- Light Auto Cannon/5
- Light Auto Cannon/5
- Ammo (LAC/5) 20
- CASE
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Overflow
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **OSR-5W OSTROC**

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 Jihad
Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	H	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	—	9	13	15

BV: 1,655

WARRIOR DATA

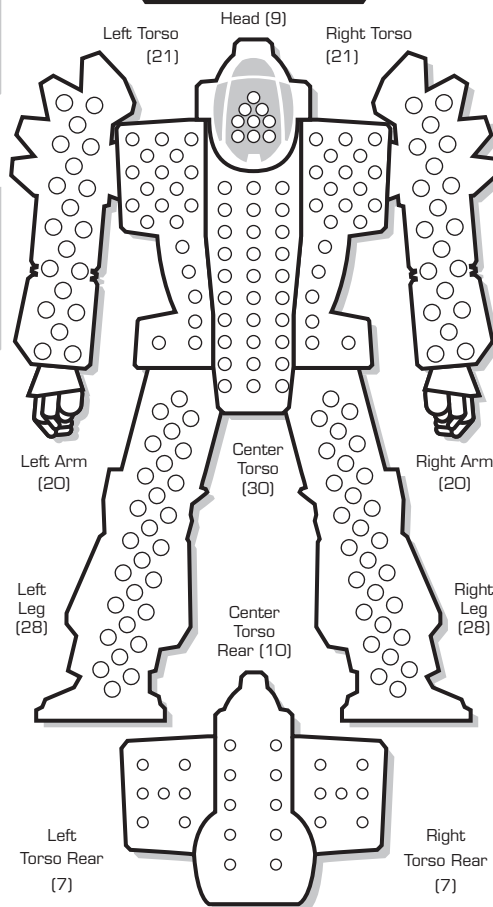
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- 1-3 Snub-Nose PPC
- Snub-Nose PPC

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 6 Ferro-Fibrous

Head

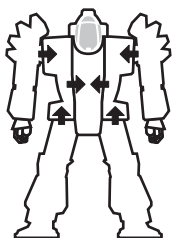
- Life Support
- Sensors
- Small Cockpit
- 4 Sensors
- Improved C³ CPU
- Improved C³ CPU

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Compact Gyro
- Compact Gyro
- Light Fusion Engine

- Light Fusion Engine
- Light Fusion Engine
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

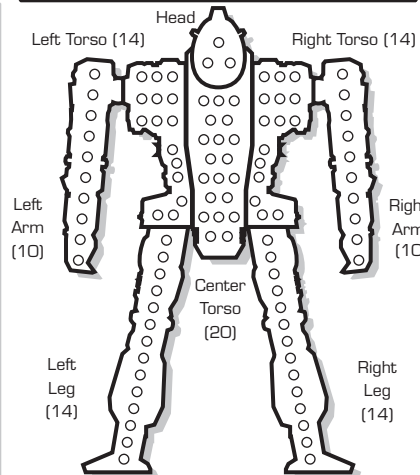
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- 1-3 Snub-Nose PPC
- Snub-Nose PPC

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 6 Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: RFL-7X RIFLEMAN

Movement Points: **Tonnage:** 60
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15

BV: 1,645

WARRIOR DATA

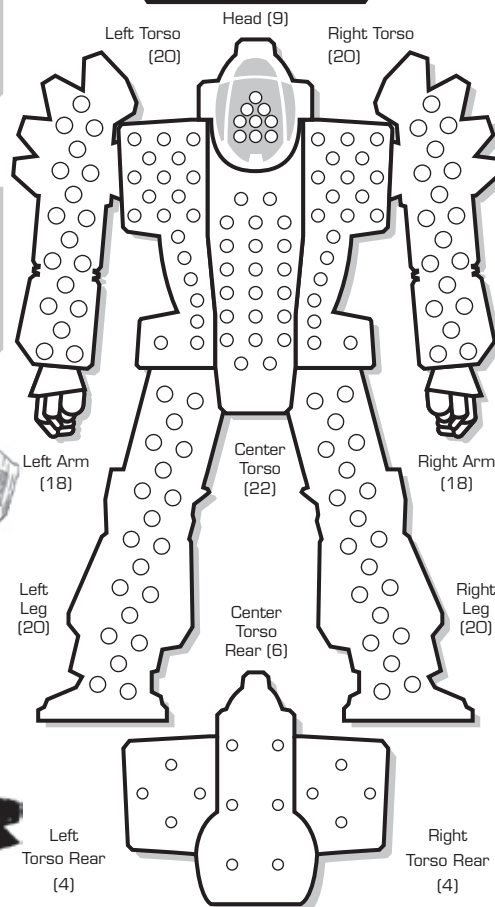
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Light PPC
- Light PPC

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3-4 XL Fusion Engine
- Jump Jet
- Jump Jet
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

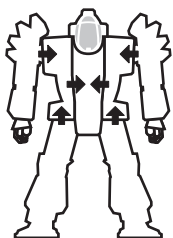
- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
5. Sensors
- Life Support

Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
4. XL Gyro
- XL Gyro
- XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Light PPC
- Light PPC

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

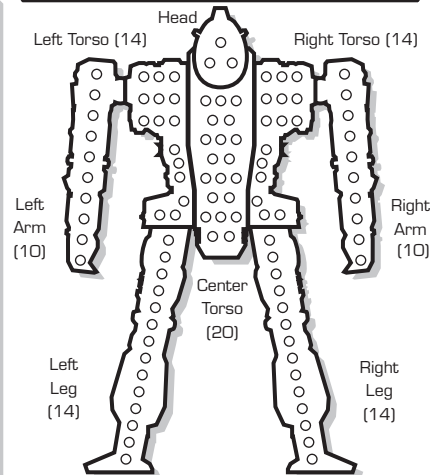
- XL Fusion Engine
- XL Fusion Engine
- 3-4 XL Fusion Engine
- Jump Jet
- Jump Jet
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp. avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp. avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SHADOW CAT II

Movement Points: Tonnage: 60
 Walking: 6 Tech Base: Clan
 Running: 9 Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

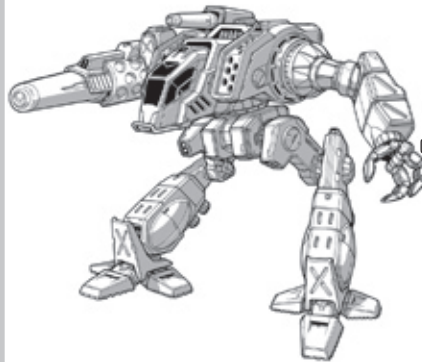
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 10	RT	4	1/Msl	—	7	14	21
				[M,C,S]				
1	LRM 10	LT	4	1/Msl	—	7	14	21
				[M,C,S]				
1	HAG/20	RA	4	20	2	8	16	24
				[DB,X,C/F]				

BV: 2,064

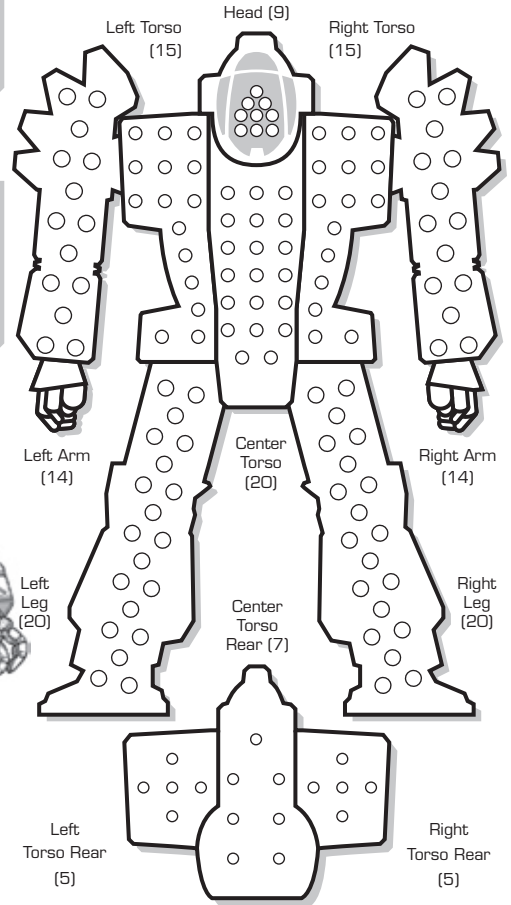
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 10
- Ammo (LRM 10) 12

- Ammo (LRM 10) 12
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

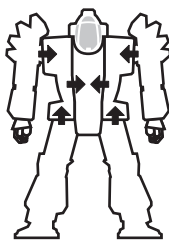
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

- HAG/20
- HAG/20
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

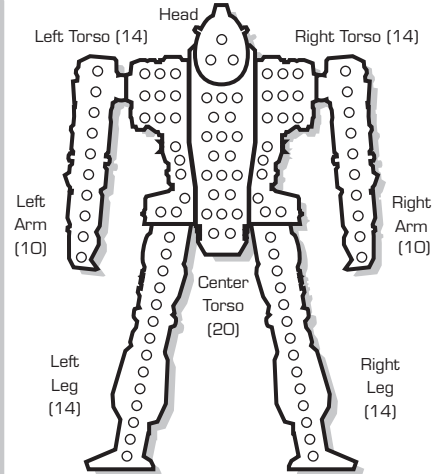
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 10
- ER Medium Laser

- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CRD-8L CRUSADER

Movement Points: **Tonnage:** 65
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	MML 7	RA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Plasma Rifle	RA	10	10	—	5	10	15
				[DE,H,A]				
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Plasma Rifle	LA	10	10	—	5	10	15
				[DE,H,A]				

BV: 1,701

WARRIOR DATA

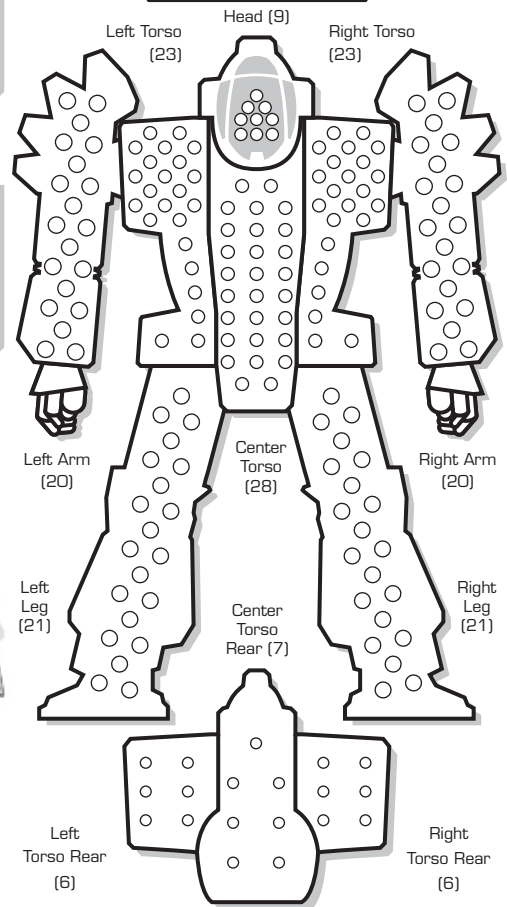
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



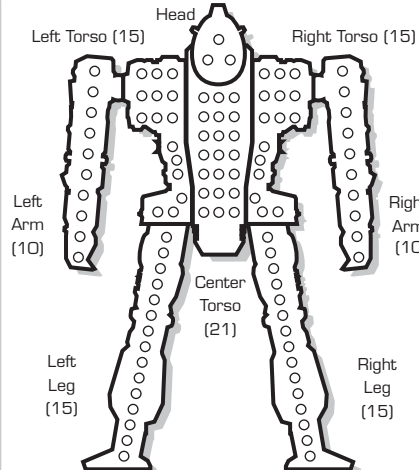
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. MML 7	6. MML 7
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. MML 7	6. MML 7
Center Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (MML 7/LRM) 17	5. Ammo (MML 7/SRM) 14	6. Ammo (Plasma Rifle) 10
Right Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (MML 7/LRM) 17	5. Ammo (MML 7/SRM) 14	6. Ammo (Plasma Rifle) 10
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **KARHU PRIME**

Movement Points: **Tonnage: 65**
 Walking: 5 **Tech Base: Clan**
 Running: 8 **Jihad**
 Jumping: 7

Weapons & Equipment Inventory (hexes)

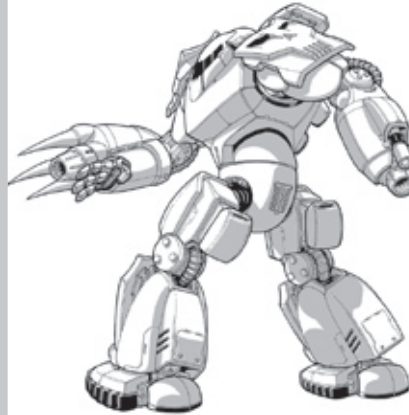
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Plasma Cannon	RA	7	0	—	6	12	18
[DE,H,AI]								
1	Retractable Blade	RA	—	7	—	—	—	—
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER PPC	LA	15	15 [DE]	—	7	14	23

BV: 2,488

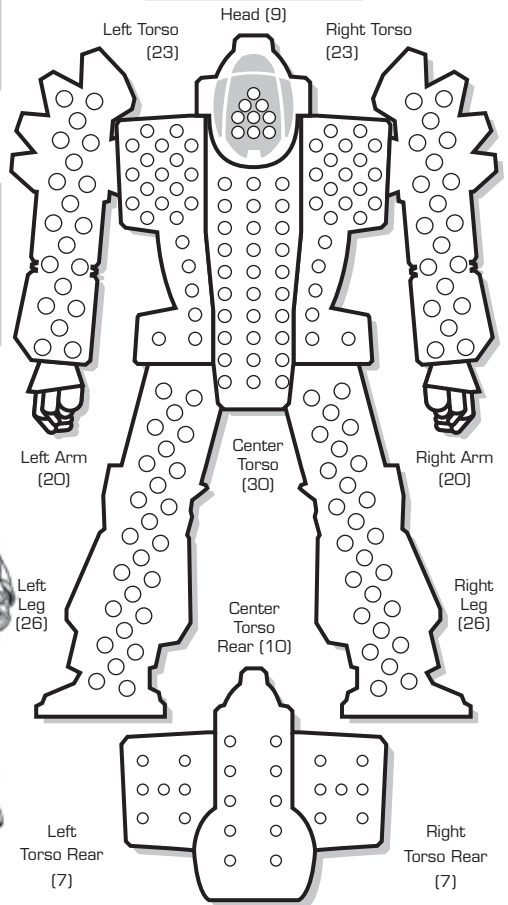
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER Medium Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

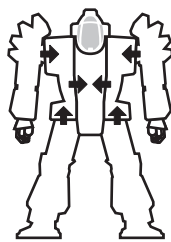
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

- Retractable Blade
- Retractable Blade
- Retractable Blade
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Endo Steel

Right Torso (CASE)

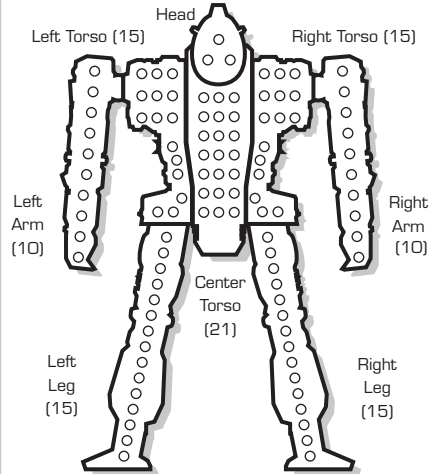
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: OWR-3M OSTWAR

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

BV: 1,557

WARRIOR DATA

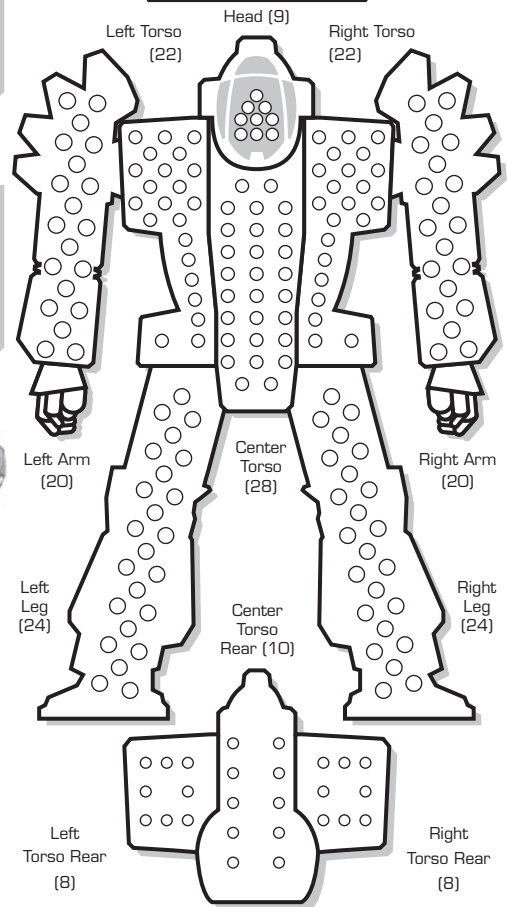
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 4
- Light Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 4
- Light Ferro-Fibrous
- Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- ER Medium Laser
 - ER Medium Laser
 - Ammo (Streak SRM 4) 25
 - CASE
 - Light Ferro-Fibrous
 - Roll Again

4-6

Right Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Artemis IV FCS
- Ammo (LRM 20 Artemis) 6
 - Ammo (LRM 20 Artemis) 6
 - Ammo (LRM 20 Artemis) 6
 - CASE
 - Light Ferro-Fibrous
 - Roll Again

1-3

4-6

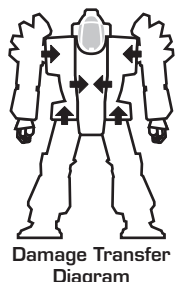
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

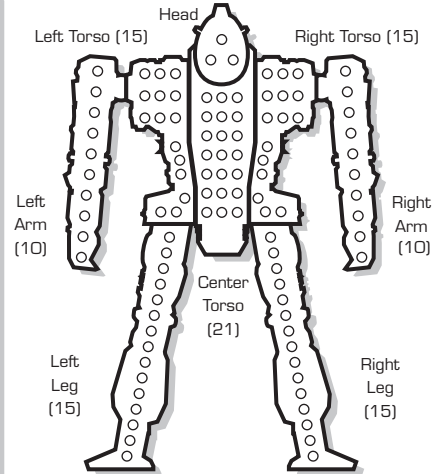
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **ARC-9M ARCHER**

Movement Points: **Tonnage: 70**
 Walking: 3 **Tech Base: Inner Sphere**
 Running: 5 **Jihad**
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	LRM 15	RT	5	1/Msl	6	7	14	21
				w/Artemis IV FCS	[M,C,S]			
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	LRM 15	LT	5	1/Msl	6	7	14	21
				w/Artemis IV FCS	[M,C,S]			
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

BV: 1,811

WARRIOR DATA

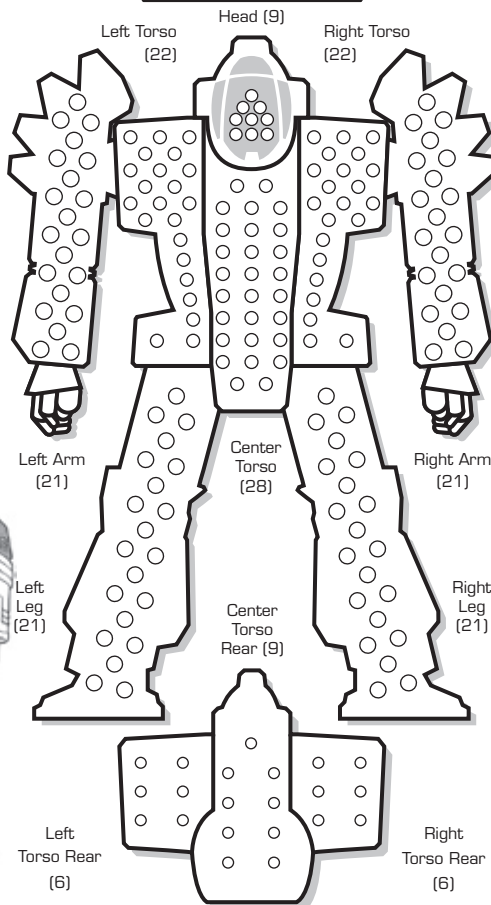
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser
- LRM 15

1-3

- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- ER Medium Laser
- LRM 15

1-3

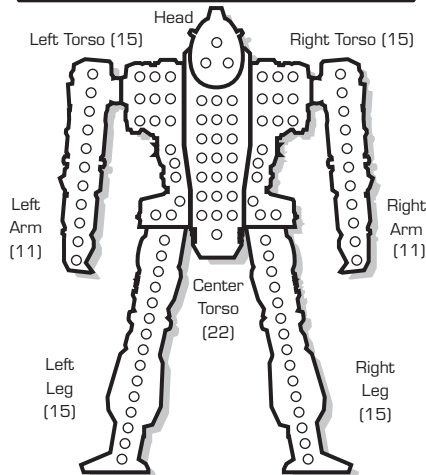
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM

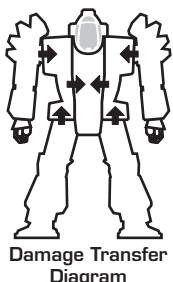


HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MNL-3L MANGONEL

Movement Points: Tonnage: 70
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,552

WARRIOR DATA

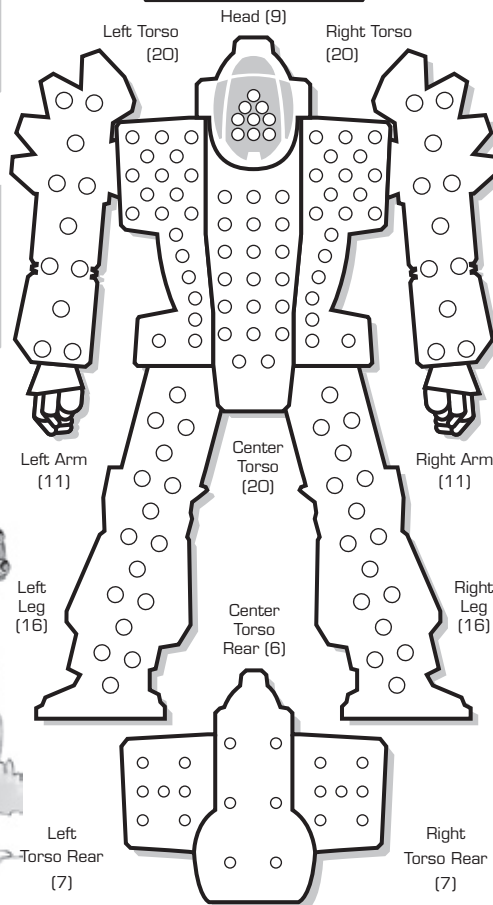
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Ammo (Light Gauss) 16
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

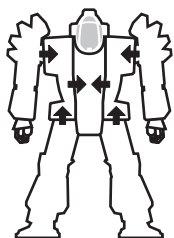
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

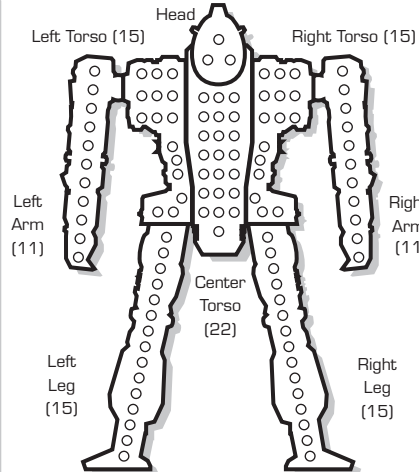
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30*		○
29		○
28*		○
27		○
26*		○
25*		○
24*		○
23*		○
22*		○
21		○
20*		○
19*		○
18*		○
17*		○
16		○
15*		○
14*		○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PHOENIX HAWK IIC 7

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Clan
 Running: 6 Jihad
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	CT	3	2/Msl	—	4	8	12
				[M,C]				
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				
1	ER Medium Laser	RA	5	7 [DE]	—	2	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	2	10	15

BV: 2,219

WARRIOR DATA

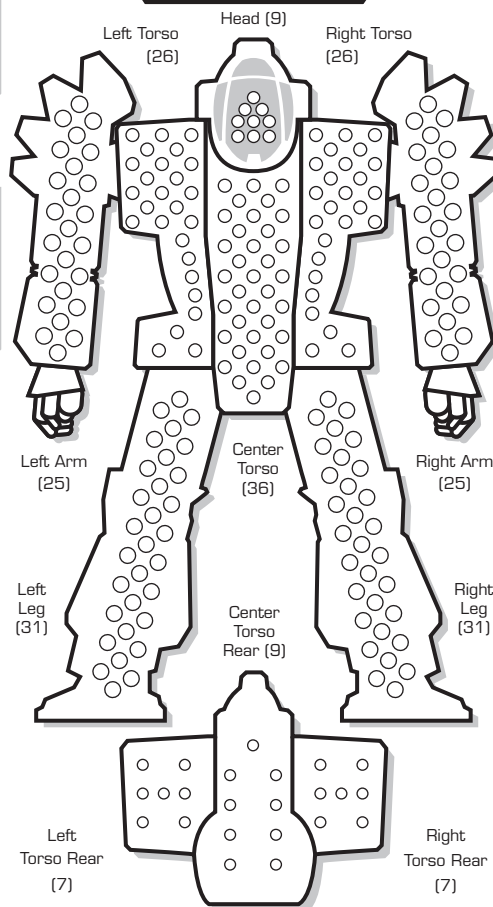
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ammo (LB-10X) 10

1-3

- Ammo (LB-10X Cluster) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (Streak SRM 4) 25
- Sensors
- Life Support

1-3

Center Torso

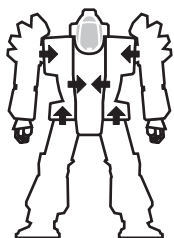
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ammo (LB-10X) 10

1-3

- Ammo (LB-10X Cluster) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

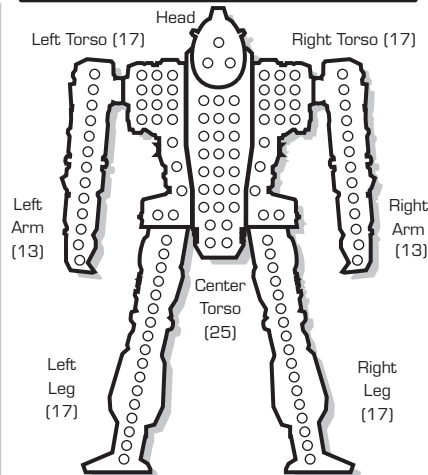
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BLR-10S BATTLEMASTER**

Movement Points: **Tonnage:** 85
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 3067
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H (R)	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	B-Pod	RL	0	1 [DB,PD,AI,X,OS]	—	—	—	0
1	B-Pod	LL	0	1 [DB,PD,AI,X,OS]	—	—	—	0

BV: 1,930

WARRIOR DATA

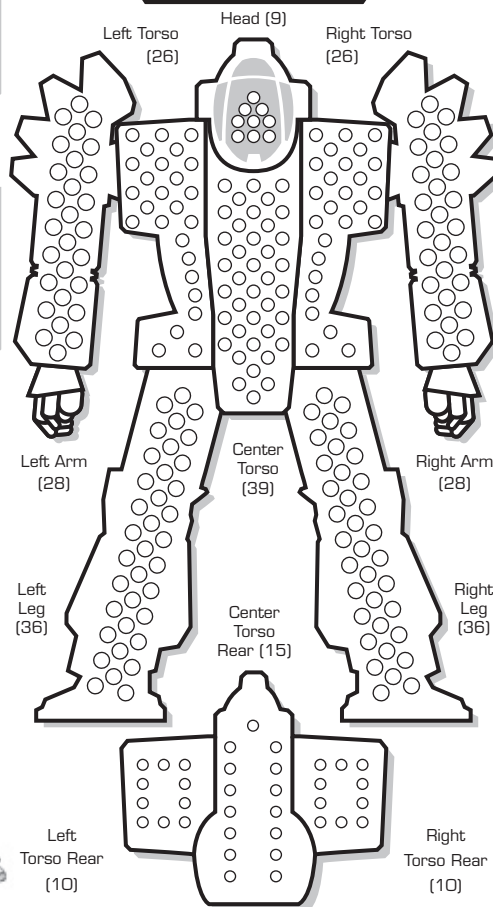
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Streak SRM 4
- Roll Ammo (Streak SRM 4) 25
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser (R)
- Sensors
- Life Support

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

- Heavy Duty Gyro
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM Suite
- Guardian ECM Suite

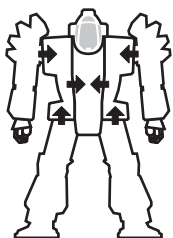
4-6

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

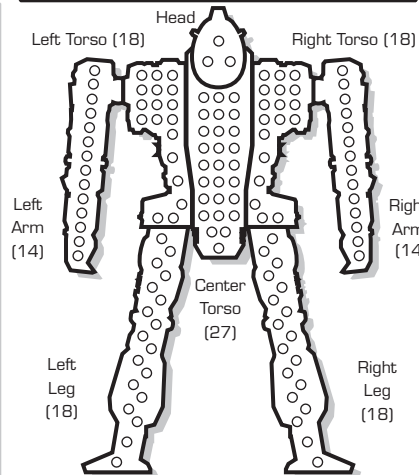
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- B-Pod
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

Heat Level	Heat Sink Count
30*	0
29	1
28*	2
27	3
26*	4
25*	5
24*	6
23*	7
22*	8
21	9
20*	10
19*	11
18*	12
17*	13
16	14
15*	15
14*	16
13*	17
12	18
11	19
10*	20
9	21
8*	22
7	23
6	24
5*	25
4	26
3	27
2	28
1	29
0	30*

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MARAUDER IIC 7

Movement Points: Tonnage: 85
 Walking: 3 Tech Base: Clan
 Running: 5 Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	5 [DE]	—	2	4	6
1	ECM Suite	CT	—	[E]	—	—	—	6
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	HAG/30	RA	6	30 [C/F]	2	8	16	24
1	Streak SRM 4	RA	3	2/Msl	—	4	8	12
				[M,C]				
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Streak SRM 4	LA	3	2/Msl	—	4	8	12
				[M,C]				

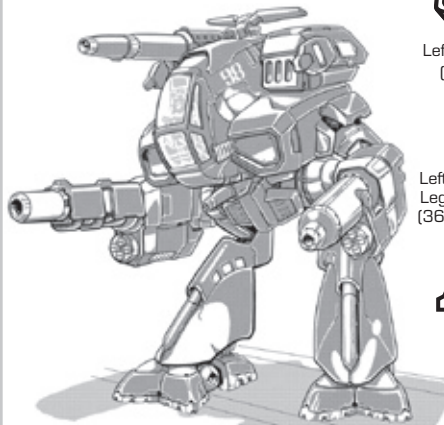
BV: 2,843

WARRIOR DATA

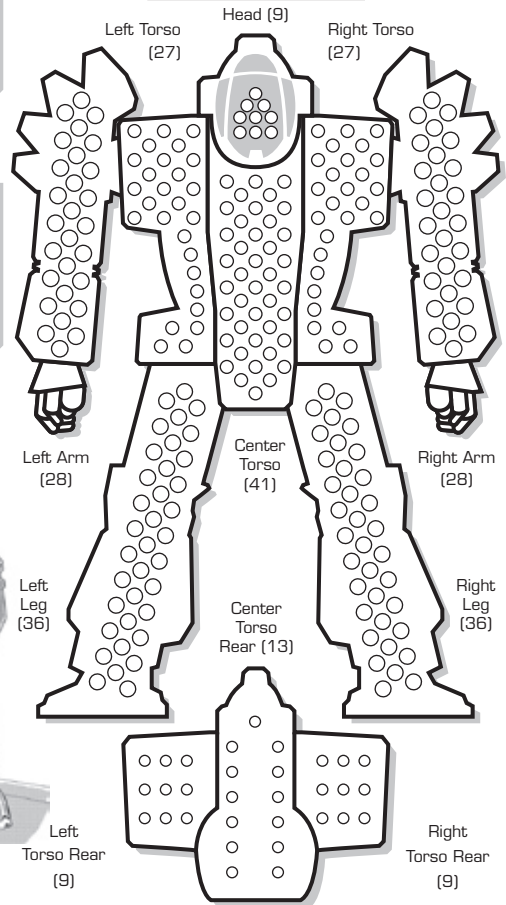
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Streak SRM 4
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

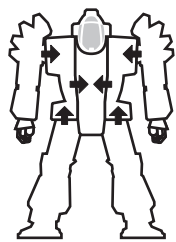
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- HAG/30
- HAG/30
- HAG/30

1-3

- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30
- Streak SRM 4

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

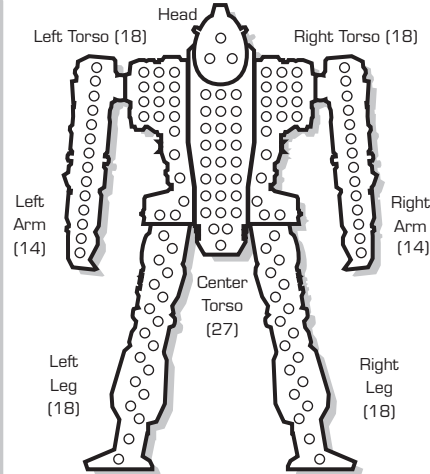
- Large Pulse Laser
- Large Pulse Laser
- Ammo (HAG) 4
- Ammo (HAG) 4
- Ammo (HAG) 4
- Ammo (Streak SRM 4) 25

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **ONAGER**

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Clan
Running: 5 **Dark Age**
Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	H	2	3 [P]	—	2	4	6
1	Med. Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Micro Pulse Laser	RT	1	3 [P]	—	1	2	3
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Med. Pulse Laser	LT	4	7 [P]	—	4	8	12
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	HAG/30	LA	6	30	2	8	16	24
				[DB,X,C/F]				

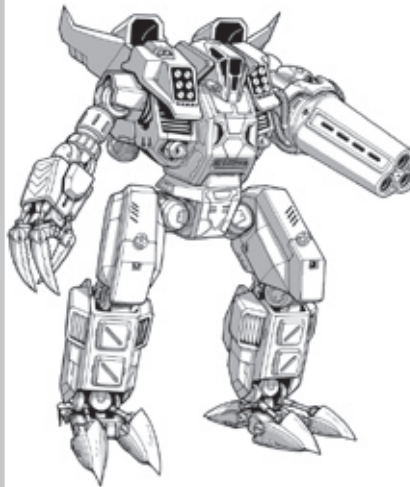
BV: 2,732

WARRIOR DATA

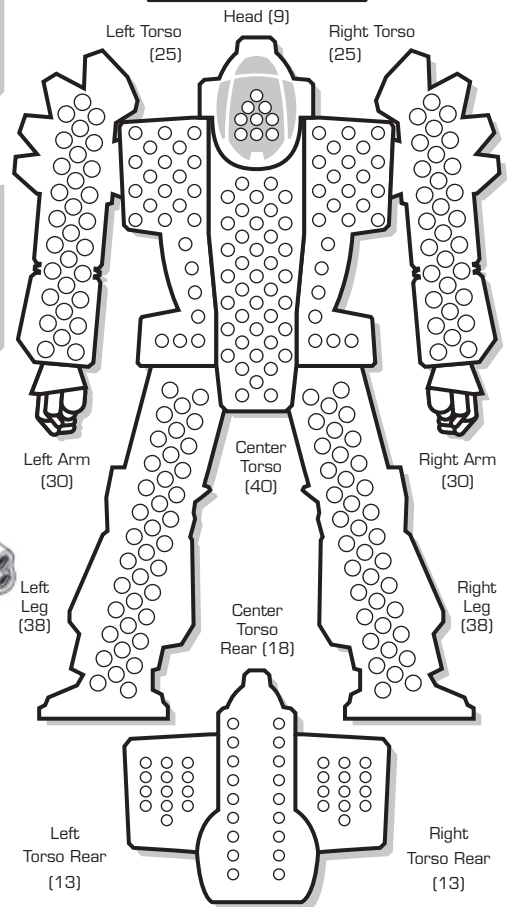
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 HAG/30
- 4 HAG/30
- 5 HAG/30
- 6 HAG/30

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- 4 Hand Actuator
- 5 Endo Steel
- 6 Endo Steel

Center Torso

- 1 HAG/30
- 2 HAG/30
- 3 HAG/30
- 4 HAG/30
- 5 Ammo (HAG 30) 4
- 6 Ammo (HAG 30) 4

- 1 Endo Steel
- 2 Endo Steel
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Torso (CASE)

- Improved Jump Jet
- Improved Jump Jet
- 1-3 Improved Jump Jet
- 4 Improved Jump Jet
- SRM 6
- Medium Pulse Laser

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Improved Jump Jet
- 6 Improved Jump Jet

Right Torso

- 1 Improved Jump Jet
- 2 Improved Jump Jet
- 1-3 Improved Jump Jet
- 4 Improved Jump Jet
- SRM 6
- Medium Pulse Laser

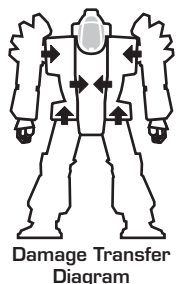
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

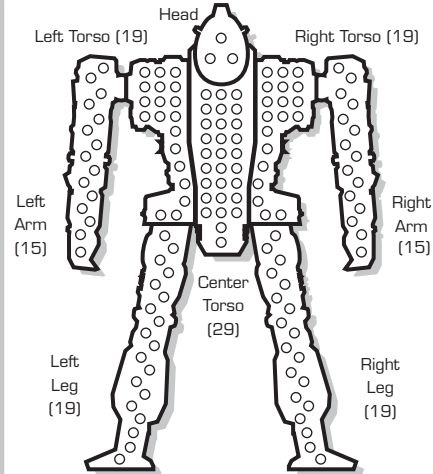
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **OR-21 OROCHI**

Movement Points: **Tonnage: 90**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 (Advanced)
 Jumping: 0 **Dark Age**

Weapons & Equipment Inventory (hexes)

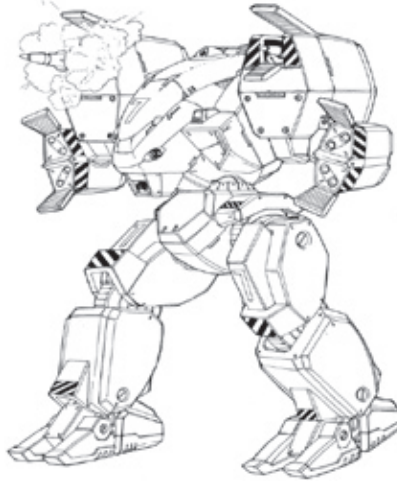
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	3 [DE]	—	2	4	5
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	Thunderbolt 20	RA	8	20 [M]	5	6	12	18
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9
1	Thunderbolt 20	LA	8	20 [M]	5	6	12	18

BV: 2,077

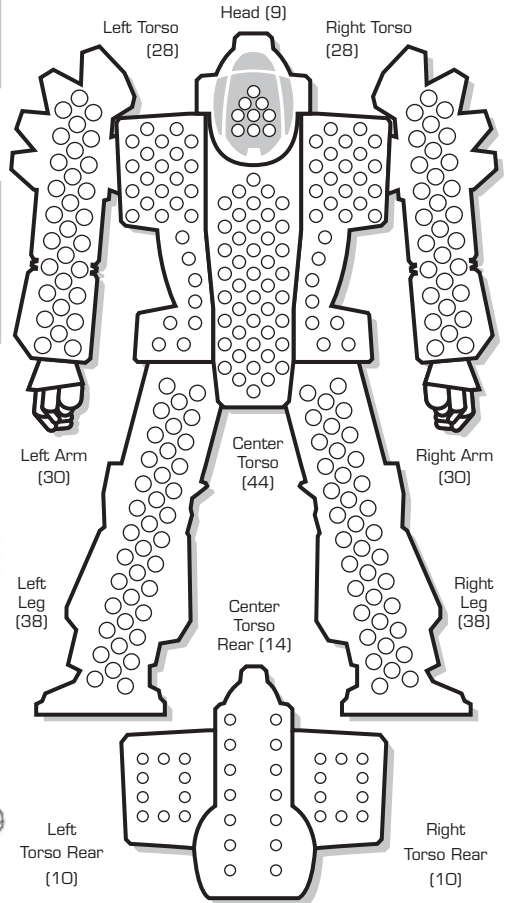
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

Center Torso

- Thunderbolt 20
- Streak SRM 4
- 3 Ammo (Streak SRM 4) 25
- 4 Ammo (Thunderbolt 20) 3
- 5 Ammo (Thunderbolt 20) 3
- 6 Ammo (Thunderbolt 20) 3

- 1 Thunderbolt 20
- 2 Streak SRM 4
- 3 Ammo (Streak SRM 4) 25
- 4 Ammo (Thunderbolt 20) 3
- 5 Ammo (Thunderbolt 20) 3
- 6 Ammo (Thunderbolt 20) 3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

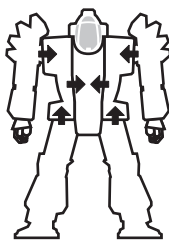
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

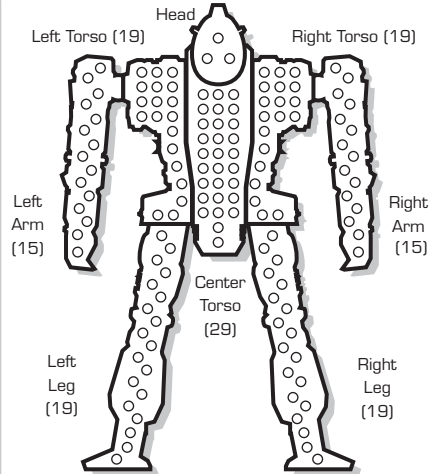
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TR-XB TREBARUNA

Movement Points: Tonnage: 95
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	23
3	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Targeting Computer	LT	—	[E]	—	—	—	—

BV: 2,223

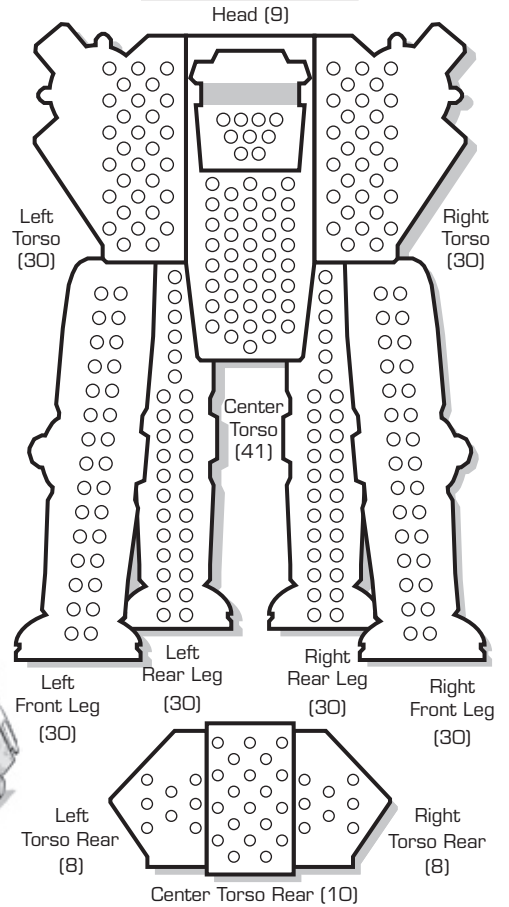
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- 1-3
- XL Gyro
 - XL Gyro
 - XL Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 4-6

Left Torso

- Light PPC
 - Light PPC
 - Light PPC
 - Light PPC
 - Light PPC
 - Light PPC
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 4-6

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Rear Leg

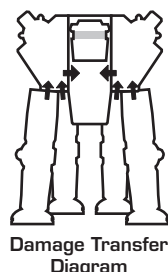
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Right Torso

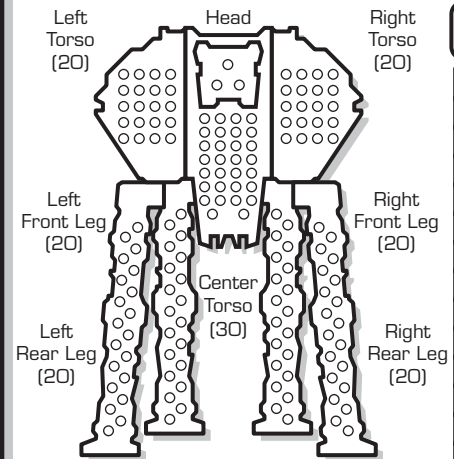
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: AS7-K2 ATLAS

Movement Points: **Tonnage:** 100
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

BV: 2,160

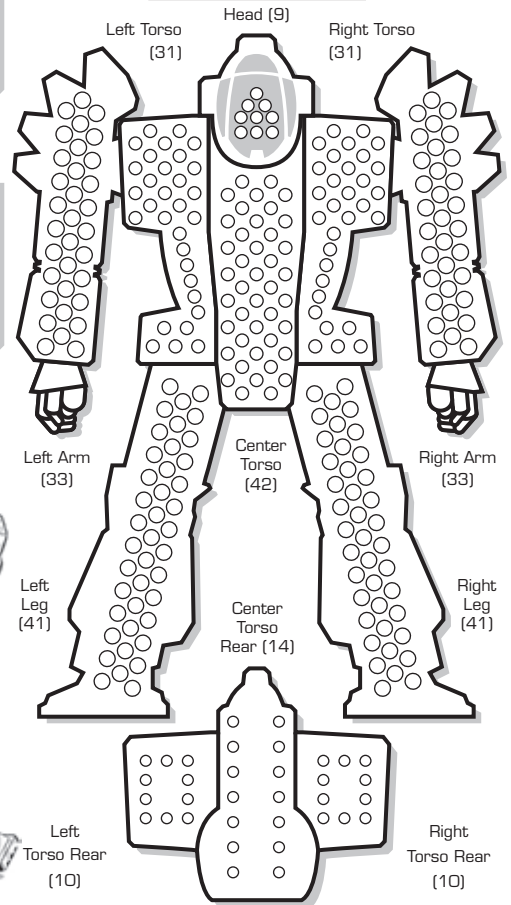
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Streak SRM 6
- Streak SRM 6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

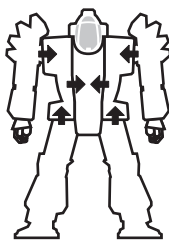
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

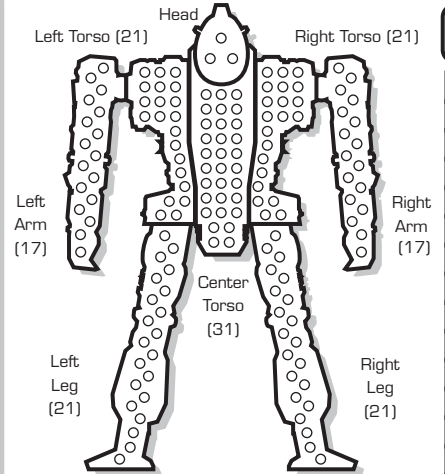
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6)15

- Ammo (Streak SRM 6)15
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MAD-6D MARAUDER II

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Dark Age
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RT	1	5/Sht	—	5	10	15
				[DB,R,C]				
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE,V]				
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15
				[DE,V]				

WARRIOR DATA

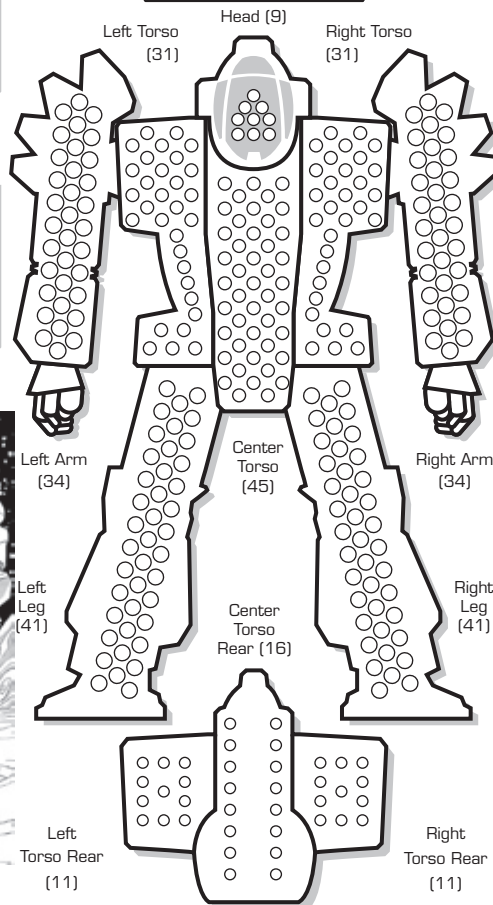
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



BV: 2,378

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Center Torso

- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Light PPC
- Light PPC
- Roll Again
- Roll Again

Right Torso

- 1-3 Snub-Nose PPC
- Snub-Nose PPC
- Light PPC
- Light PPC
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Improved Jump Jet
- Improved Jump Jet
- Ammo (RAC/5) 20

- 2-6 Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Improved Jump Jet
- Improved Jump Jet
- Rotary AC/5

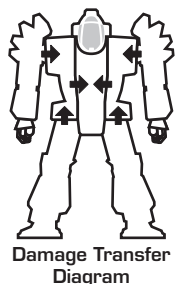
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

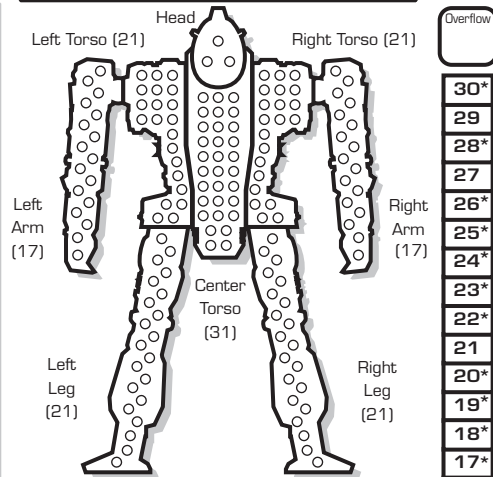
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: WSP-100 WASP LAM MK I

Tonnage: 30 Tech Base: Inner Sphere (Advanced)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 12	Safe Thrust: 4
Running: 8	Flank: 18	Max Thrust: 6
Jumping: 4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	Medium Laser	RA	3	5 [DE]	—	3	6	9	5(S)
1	Bomb Bay (5 tons)	RT	—	[E]	—	—	—	—	—
1	SRM 2 (OS)	CT(R)	2	2/Msl	—	3	6	9	2(S)

[M,C,S,OS]

Fuel: 80

BV: 489

WARRIOR DATA

Name: _____

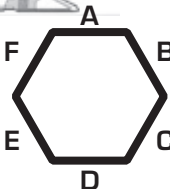
BattleMech Gunnery Skill: _____ Piloting Skill: _____

Aerospace Gunnery Skill: _____ Piloting Skill: _____

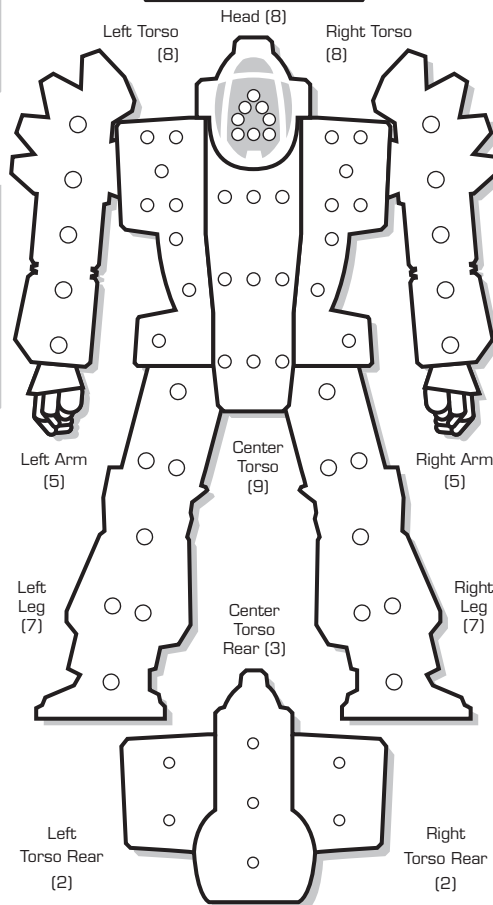
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced Movement Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- SRM 2 (OS) (R)

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Heat Sink
- Heat Sink
- Bomb Bay
- Bomb Bay

1-3

- Bomb Bay
- Bomb Bay
- Bomb Bay
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

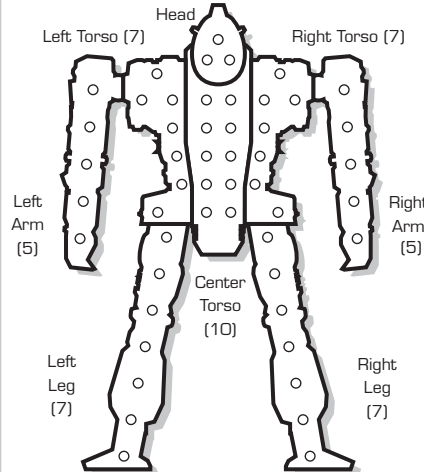
Avionics ○○○○
 Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Landing Gear ○
 Life Support ○
 Structural Integrity
 ○○○○○○
 ○○○○○○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points /Rand. Movement 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points /Rand. Movement 8+	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points /Rand. Movement 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points /Rand. Movement 6+	○
8	+1 Modifier to Fire	○
5	-1 Movement Points /Rand. Movement 5+	○

Heat Scale

Heat Level	Effects
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: PHX-HK1 PHOENIX HAWK LAM MK I

Tonnage: 50 Tech Base: Inner Sphere (Advanced)

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 15	Safe Thrust: 5
Running: 8	Flank: 23	Max Thrust: 8
Jumping: 5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19	8(L)
1	Medium Laser	RA	3	5 [DE]	—	3	6	9	5(S)
1	Medium Laser	LA	3	5 [DE]	—	3	6	9	5(S)
2	Medium Laser	LT	3	5 [DE]	—	3	6	9	5(S)

Fuel: 80

BV: 1,942

WARRIOR DATA

Name: _____

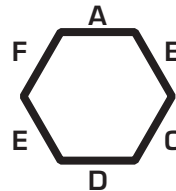
BattleMech Gunnery Skill: _____ Piloting Skill: _____

Aerospace Gunnery Skill: _____ Piloting Skill: _____

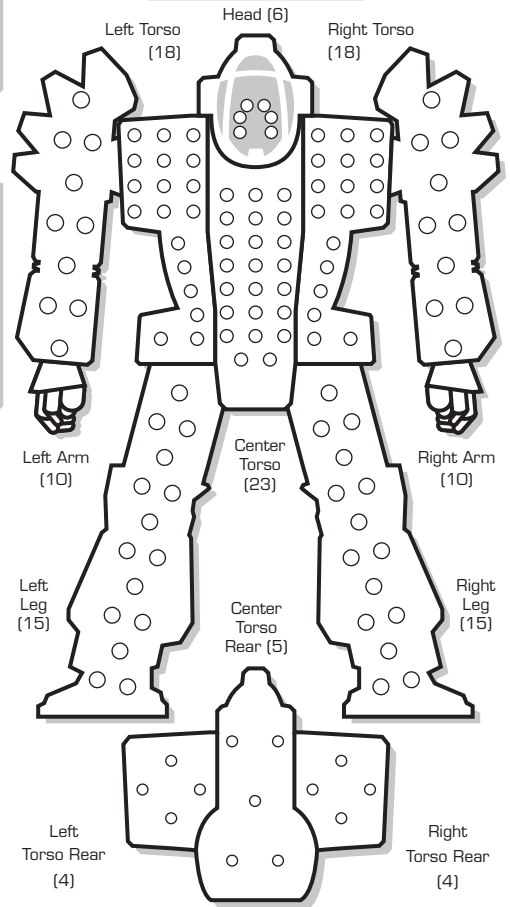
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Advanced Movement Compass



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Landing Gear
- Avionics
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser

- Medium Laser
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Avionics	○○○
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Landing Gear	○
Life Support	○
Structural Integrity	○○○○○○○○○○○○○○○○○○○○

CATALYST game labs

Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

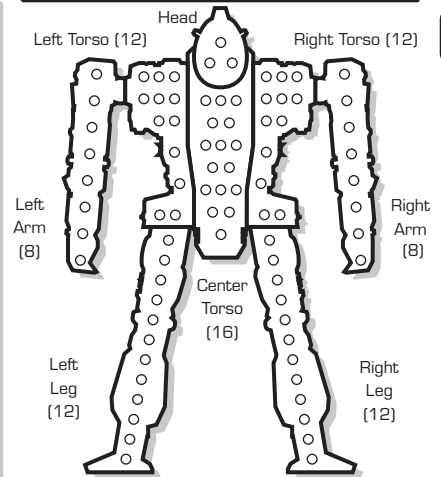
- Landing Gear
- Avionics
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Large Laser
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp. avoid on 8+	Double
26	Shutdown, avoid on 10+	
25	-5 Movement Points /Rand. Movement 10+	
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points /Rand. Movement 8+	○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○
15	-3 Movement Points /Rand. Movement 7+	○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points /Rand. Movement 6+	○○○○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points /Rand. Movement 5+	○○○○○○○○○○○○○○○○○○○○○○○○○○○

Heat Scale

Heat Level	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

A Time of War: The BattleTech RPG

It is the 31st century. Mankind has spread to the stars and spawned titanic stellar empires, each controlling hundreds of worlds across a thousand light years and beyond. Yet the sins of man have followed him from the cradle of humanity.

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THE FUTURE OF YOUR BATTLES

Players that have not yet experienced *A Time of War* can download a free PDF of the Quick-Start Rules from www.battlecorps.com/catalog.

While an inventive GM may be able to use this material with only the Quick-Start Rules, the character sheet on the opposite page—along with the following character bio and Adventure Seed "Tying Up Loose Ends"—are designed for use with the full *A Time of War* rules. (Player groups looking for more information on the Järnfölk can find that in the *Interstellar Players* sourcebook, pages 108 to 114.)

If a gaming group decides that the Skåret Assassin isn't for them, they can use it as a template to more fully flesh out the legion of unique infantry detailed in *Technical Readout: 3085* to provide an adventure that's right for them.

Note: The character sheet on the opposite page does not give a detailed accounting of the Skåret's inventory and supplies. The GM should assign such as he deems appropriate, taking in to account that a Skåret rarely has any outside support, even from his current employer. As such, he must acquire any and all supplies personally. Further, the Radium Sniper is an extremely rare weapon; use a normal Sniper Rifle (see p. 266, *AToW*) for the rest of the Skåret's three-person team.

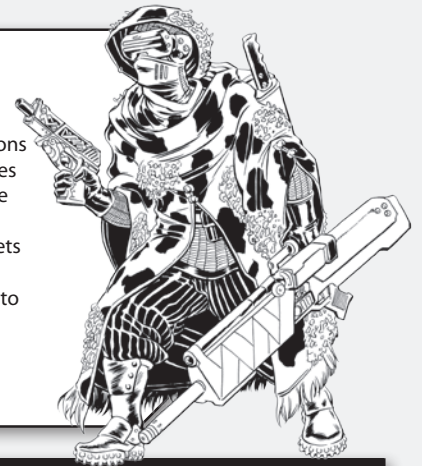
SKÅRET ASSASSIN

Outcast of the Deep Periphery Järnfölk society, the Skåret are being punished by one of the clans for transgressions too grave to ignore. Sometimes these crimes are real, sometimes fabricated. While many such "cut" live on the fringes of the Järnfölk, or die swiftly, the highly skilled find a future for themselves as assassins operating inside and outside of space. The truly useful find themselves re-adopted as *stedsøskende*, step-siblings in the clan.

In the field of assassination, the Skåret have few peers. They frequently operate in teams of three, engaging targets that are too illusive for mere 'regular' assassins. Another reason some seek out the Skåret for an assignment is that they have grown extremely skilled at eliminating any evidence or witnesses to their attacks, going to great lengths to assassinate any incidental observers. They are rarely caught by an electronic medium, leading some to believe that the few instances where this occurs, a camera has captured a 'copy cat'.

A final reason one hires the Skåret is because they want the victim to die violently, and fully aware of his death.

In all this, the Skåret are willing to inflict as much pain and suffering as is needed to achieve their goals.



TYING UP LOOSE ENDS "NO WITNESSES!"

RECOMMENDED GROUP SIZE: 4 to 6 player-characters

RECOMMENDED GROUP TYPE: Military, Mercenary or Special Forces

RECOMMENDED SKILL LEVELS: Regular-Veteran (Key Skill levels of 4-6)

The team finds itself too close to a Skåret assassination. This will prove to be a major problem, as the Skåret greatly value the violent elimination of any and all observers of their acts. The players become aware of their interest in a way that gives them a fighting chance, for example, the sudden and gruesome deaths of some NPCs that were also present. This leaves only two options: fight or flight. Surrender is suicide. The size of the Skåret team is not known, and can number anywhere from one to seven. They may be more used to protecting others from assassins. This time, they're on the wrong side of the crosshairs.

COMPLICATIONS A few obstacles for players to tackle.

Like Fighting Smoke: Not having the initiative is a major problem in every tactical situation. Here is an enemy that has no assets to protect, no obvious geographical vulnerabilities, and nothing better to do than kill players. Not much margin of error, and how do you get to them first?

Where'd My Hidey Spot Go? The temptation to hunker down will be strong, even if the intent is to only do so temporarily in order to create a plan. The Skåret have little patience for this, and will resort to extreme measures to make any hide-out uninhabitable. Flooding sewers, radioactive hazards deposited by crashing, sabotaged DropShips, sudden massive chemical hazard spill nearby, the Skåret will favor ruthless brutality.

Bait Another means to create opportunities to carry out the destruction of the players is to use something they care about to draw them out. Do they have any dependents? What about on another planet? Perhaps they care about a particular object? While they're focusing on protecting themselves, they may forget that something else matters beyond #1.

Make Their Friend An Enemy If the players succeed in staying in cover and there is nothing to bait them with, the Skåret may elect to start taking out those around them using similar methods in an effort to force the players' allies to give them up, as the price the Skåret are making them pay will swiftly become too heinous.

Tips: The first thing a GM must be mindful of is that a campaign with the players as the object of the Skåret will usually be very deadly for players. They are extremely skilled and very ruthless. This can be incompatible with some campaigns. The second thing is that while the Skåret are resourceful and skilled, they are also inhibited by numbers, resources, and a desire to finish their target off in a relatively personal and painful method. This creates vulnerabilities that can be exploited. While it may be appealing to players to hide out, ultimately their course should be to seek the Skåret out with the intent to destroy them. A handful of assassins can be an extremely complex enemy to take on when the players are used to taking on military opponents, but care must be used when making the resources of a planet's law-enforcement available to the players. This should be resolved by players, it cannot become a war of NPCs.

ADVENTURE SEED



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PERSONAL DATA

Name: Christiaan Heidler Player: _____
 Height: 181 cm Weight: 75 kg Affiliation: Järnfölk Skåret
 Hair: Brown Eyes: Brown Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	<u>4</u>	<u>0</u>	_____
BOD	<u>5</u>	<u>0</u>	_____
RFL	<u>7</u>	<u>+1</u>	_____
DEX	<u>7</u>	<u>+1</u>	_____
INT	<u>6</u>	<u>0</u>	_____
WIL	<u>7</u>	<u>+1</u>	_____
CHA	<u>4</u>	<u>0</u>	_____
EDG	<u>3</u>	<u>-1</u>	_____

COMBAT DATA

Condition Monitor
 Standard Damage: ○○○○○ ○○○○○
 Fatigue Damage: ○○○○○ ○○○○○ ○○○○○
 Stun: ○ Unconscious: ○

Movement (Meters per Turn)
 Walk: 9 Climb: 9
 Run/Evade: 19 Crawl: 2
 Sprint: 38 Swim: 11

Personal Armor (Loc) Armor Type BAR (M/B/E/X)
 Sneak Suit, Camo/IR (Full): _____ (0/2/1/2)
 _____ (_____): _____ (_____)
 _____ (_____): _____ (_____)
 _____ (_____): _____ (_____)

Weapon Skill AP/BD Range Ammo Notes
 Martial Arts +5 0 / 1 (Melee) N/A
 Radium Sniper +9 4S / 5C (95 / 350 / 750 / 1500) 5/10PPS p.269 & 317
 Järnfölk +2 +9 3B / 6 (5 / 15 / 38 / 70) 3 Range modifiers
 Sternsnacht Claymore +2/-1/-4/-9

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate Identity	<u>2</u>	<u>p.108</u>	_____
Combat Sense	<u>4</u>	<u>p.110</u>	_____
Good Vision	<u>1</u>	<u>p.118</u>	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS

Skill	Lvl	Links	TN/C	XP	Skill	Lvl	Links	TN/C	XP
Career/Assassin	<u>5</u>	<u>INT</u>	<u>7 / SB</u>	_____	Martial Arts	<u>5</u>	<u>REF+DEX</u>	<u>8 / SA</u>	_____
Climbing	<u>4</u>	<u>DEX</u>	<u>7 / SB</u>	_____	Med Tech	<u>3</u>	<u>INT</u>	<u>7 / SB</u>	_____
Communications	<u>2</u>	<u>INT</u>	<u>7 / SB</u>	_____	Melee Weapons	<u>3</u>	<u>DEX</u>	<u>7 / SB</u>	_____
Computers	<u>2</u>	<u>INT</u>	<u>8 / CB</u>	_____	Navigation/Ground	<u>5</u>	<u>INT</u>	<u>7 / SB</u>	_____
Cryptography	<u>3</u>	<u>INT+WIL</u>	<u>9 / CA</u>	_____	Perception	<u>6</u>	<u>INT</u>	<u>7 / SB</u>	_____
Demolitions	<u>5</u>	<u>DEX+INT</u>	<u>9 / CA</u>	_____	Protocol/Järnfölk	<u>2</u>	<u>WIL+CHA</u>	<u>9 / CA</u>	_____
Disguise	<u>5</u>	<u>CHA</u>	<u>7 / SB</u>	_____	Security Systems	<u>4</u>	<u>DEX+INT</u>	<u>9 / CA</u>	_____
Driving	<u>3</u>	<u>REF+DEX</u>	<u>8 / SA</u>	_____	Small Arms	<u>8</u>	<u>DEX</u>	<u>7 / SB</u>	_____
Escape Artist	<u>5</u>	<u>STR+DEX</u>	<u>9 / CA</u>	_____	Stealth	<u>6</u>	<u>REF+INT</u>	<u>8 / SB</u>	_____
Forgery	<u>5</u>	<u>DEX INT</u>	<u>8 / SA</u>	_____	Streetwise	<u>3</u>	<u>CHA</u>	<u>8 / CB</u>	_____
Interrogation	<u>6</u>	<u>WIL+CHA</u>	<u>9 / CA</u>	_____	Survival	<u>4</u>	<u>BOD+INT</u>	<u>9 / CA</u>	_____
Investigation	<u>5</u>	<u>INT+WIL</u>	<u>9 / CA</u>	_____	Swimming	<u>2</u>	<u>STR</u>	<u>7 / SB</u>	_____
Language/English	<u>2</u>	<u>CHA</u>	<u>8 / SA</u>	_____	Tactics/Infantry	<u>4</u>	<u>INT+WIL</u>	<u>9 / CA</u>	_____
Language/Danish	<u>5</u>	<u>CHA</u>	<u>8 / SA</u>	_____	Thrown Weapons	<u>4</u>	<u>DEX</u>	<u>7 / SB</u>	_____
Language/Järnfölk Norse	<u>4</u>	<u>CHA</u>	<u>8 / SA</u>	_____	Tracking	<u>4</u>	<u>INT+WIL</u>	<u>8 / SA</u>	_____

BATTLETECH™

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into six major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era’s title correspond to the maps found in the *Inner Sphere* at a Glance sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the *Inner Sphere*. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the *Inner Sphere* collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.



CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the *Inner Sphere*. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat



will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



JIHAD (3067, CURRENT)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the *Inner Sphere* following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product’s sell sheet, on-line products page and so on.

Note that if a Catalyst Game Labs *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set*, *Total Warfare* and so on.